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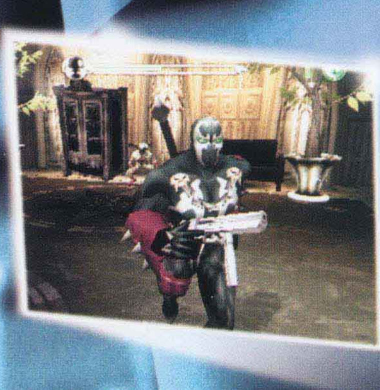
For news and more screen shots of our showstoppers, connective games, Nintendo exclusives and dozens of incredible GCN and GBA titles, head to our huge E³ preview beginning on page 30.



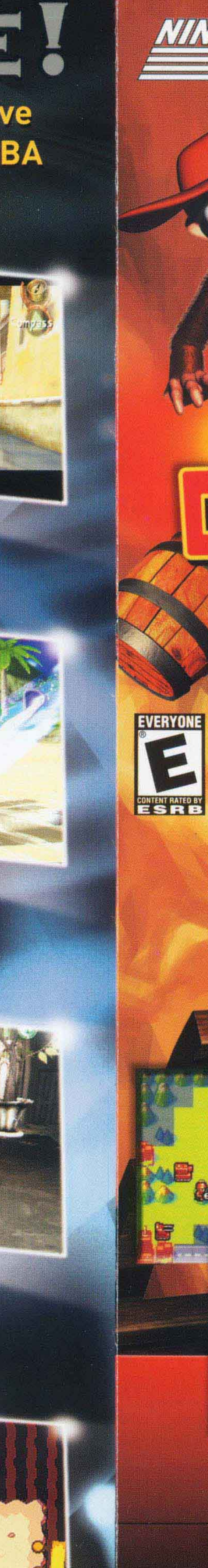


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- Wallace & Gromit in Project Zoo













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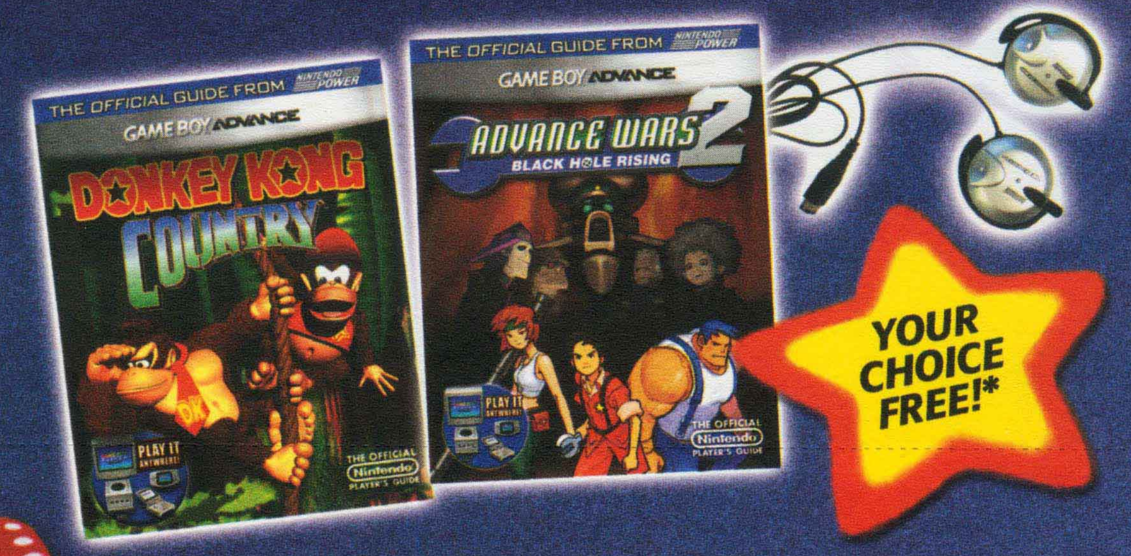
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Soul Calibur II + Link = drool



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PLAYER'S PULSE

The world's love for Pokémon is going strong—as you'll notice, Pokémon practically took over this month's Player's Pulse! That's not all you'll find, though—we've also sprinkled in a dash of game play help, a pinch of techie talk and a hint of upcoming-game news. It's a jam-packed Player's Pulse!

RPG FANS REJOICE!

I noticed that the RPGs on the GCN are only 1-player. My friend and I are wondering why the game creators don't include a 2-, 3- or even 4-player option in RPGs where players would each control a different character. I remember back in the Super NES days when my friend and I would play games like Final Fantasy 3 and Secret of Mana—we would have so much fun with the 2- or 3-player option! I think it's a great way to make a turn-based RPG a great multiplayer game instead of having one player controlling the game while the other person watches. I'm no expert in game programming, but it must be fairly simple to incorporate into a game. I heard Nintendo is working on some RPGs and it would make me, my friends, and probably all gamers happy if you could place this option in your games.

Yan_X
Via the Internet

The multiplayer options in some of the classic RPGs are close to our hearts here at NP, too. It seems like the idea is finally coming back into popularity. Final Fantasy: Crystal Chronicles, the much anticipated RPG for the GCN, will feature two- three- and four- player options. We hope the title will help satisfy every gamer's thirst for the long-endangered multiplayer RPG.

NP RULES & REGULATIONS

One day I read the contest rules and I see that Quebec (Canada) and Puerto Rico could not be accepted. Can you tell me the reasons for this action? That's a lot of people left out.

Adam Scott
Via the Internet

We've been receiving quite a few letters and e-mails lately about that subject, so here's the skinny on our contest and sweepstakes rules: Every state, province and U.S. territory has its own laws regarding "games of chance." NP must comply with the laws. The laws that govern sweepstakes and contests (considered games of chance) in Quebec and Puerto Rico, prevent us from including our readers from those areas. If you reside in Quebec or Puerto Rico and have any questions or concerns regarding your province's or territory's gaming laws, please contact your local government office.

LETTER OF THE MONTH

My ultimate Pokémon would be Mimew. Or, in other words, baby Mew (the pre-evolution of my favorite Pokémon, Mew). I mean, come on! Mew is so cute and powerful—imagine a baby version (a baby legendary at that). Here is what Mimew would be like:

Name: Mimew
Evolution: Mew
Pre-evolution: None
Species: New Species

Appearance: Looks pretty much like Mew, except smaller. Mimew has a longer tail, smaller ears and is pastel blue in color. The shiny version of Mimew is white.

Description: Mimew can learn all TMs, but only a few HMs. It learns Confusion, Light Screen, Metronome and Pound. All of its stats are high, but Special Attack and Speed are the highest. In order to evolve into Mew, Mimew must be at least level 25, have 200 Happiness, 20 Cute, 10 Cool, 20 Smart and 10 Beauty.

Pokédex Description: Mimew is the newly discovered pre-evolution of the legendary Pokémon, Mew. Legend has it that Mew was lost in time and sent back to its ancient state. Mimew is very sensitive to children's emotions and will only appear to a Trainer with a pure heart.

WindiaAngel
Via the Internet

What a great idea for a Pokémon! You've obviously spent a lot of time creating every detail for Mimew. Some of the best Pokémon come from your imagination—check out your fellow readers' ultimate Pokémon ideas on pages 11 and 12.

Do you accept artwork submitted by e-mail? And also, for us less talented in freehand, do you accept computer-generated artwork?

Nathan Plowman
Via the Internet

NP can't accept any e-mail attachments, but we'll accept computer-generated artwork as long as it is original and sent in via regular mail. Please read the Player's Pulse Art of the Month Official Contest Rules in the 411 section to find out more.

TIDBYTES

How many e-Reader cards would it take to equal the data in one GCN disc?

A3levan
Via the Internet

We think you have way too much time on your hands, bud, but here's the answer. An e-Reader card can hold up to 24 kilobytes of data; a GCN disc can hold up to 1.5 gigabytes. It would take roughly 62,500 e-Reader cards to equal the data on one GCN disc. Now that's a lot of swiping!

I've never heard the term "cel-shaded graphics" before the release of the GCN. Now, more than ever, Im seeing games with cel-shaded graphics. I'm curious what the term means.

Greg Crawford
Via the Internet

Cel shading is a method of rendering and lighting game graphics to create a highly stylized look—one that imitates the cels of a cartoon. Cel shading is gaining popularity quickly; you'll see it in titles such as The Legend of Zelda: The Wind Waker and Capcom's upcoming gems Viewtiful Joe and Killer 7.

I'm very interested in buying the Game Boy Player, but I have a question. After you've finished playing a Game Boy game with the Game Boy Player attached to your GCN, can you "transfer" the data onto your GBA so you can continue from where you left off?

Gurbir Singh
Via the Internet

It's even simpler than transferring! When you play a Game Boy game through the Game Boy Player, you save your Game Boy game as you normally would—to the Game Boy Game Pak itself.

PRINCESS PIKABELLECHU

Princess PikaBelleChu sent us an amazing 48-page photo album of her Pokémon- and Nintendo-inspired costumes. The talented costumer resides in Florida, where she brings her original ideas to life. Princess PikaBelleChu also sent beautiful sketches of every costume—thanks! Check out her elegant Queen PikaBelleChu costume. Impressive!



EVOLUTION ANGST

My best Pokémon, a level-46 Ninjask, won't evolve into a Shedinja! The only reason I caught a level-6 Nincada in Petalburg Woods was to get a Shedinja. Will Ninjask ever evolve? If so, where and how?

Jimmy Yuhas
Via the Internet

Sadly, your beloved Ninjask will never evolve—only Nincada can evolve into Shedinja. Getting a Shedinja is very tricky! Here's what to do: When your Nincada reaches level 20, you must have at least one Poké Ball in your inventory and no more than five Pokémon in your party (counting Nincada)—your Nincada will evolve into Shedinja.

I have been on the lookout for a Feebas to evolve into a Milotic in Pokémon Sapphire. The other day I finally caught a Feebas. I've been feeding it PokéBlocks to make its Beauty go up so I could evolve it into a Milotic. By the time I got it to a pinch from 100% Beauty, my Feebas wouldn't eat any more PokéBlocks. I'm discouraged by this. Please help!

virgy_1
Via the Internet

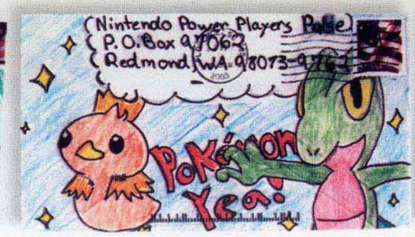
Another sad Pokémon story—you're on the right track, but your Feebas won't evolve. Once a Pokémon has had its fill of PokéBlocks, it won't eat any more. Feed a new Feebas (with a Mild, Modest, Quiet or Rash nature) PokéBlocks made from Dry berries (which raise Beauty) with low Feel ratings and high levels to make the most of your PokéBlocks.

THE ULTIMATE POKéMON

My ultimate Pokémon would be 10 feet tall with razor sharp claws. He'd have black scales and red wings and his eyes would be dark blue. His type would be Fire. He'd have attacks like Fire Spin and Scratch. I could also have him chase my sister (yeah!).

Sam Benjamin
Connecticut

You'd chase your sister with that thing?!? Wow, what'd she do? Beat you one too many times at Super Smash Bros. Melee?





My Pokémon is called Dragoon. It's Dark-and-Dragon-type. Dragoon's big teeth, claws and horns are great for using



against enemies! The spike ball on its tail is pretty heavy, so it's also good in battles. The only problem is that its *so* heavy that Dragoon sometimes has trouble holding it up!

Betsy Vogel
Via the Internet

My Pokémon is a Grass-type called Leevy. Its coloration is green for the leaves, light green for the body, black for the triangles and dark green for its round claws, small spikes in its tail (including the tip) and



those smooth spots on its horn on top of its head. I hope you like the lil' guy as much as I do!

Steven J. Grenleski
Georgia

My ultimate Pokémon would be Gizmadome! It would be awesome! It would be impossibly smart and would seemingly always have the "gizmo" that's needed—from a can opener to a bubble-gum bazooka.

Del Harrison
North Carolina

My all-time favorite [created] Pokémon is a fire pegasus, and my namesake, Megadash. Megadash is the evolved form of Rapidash and, in my opinion, the ultimate Pokémon because it doesn't follow old stereotypes. Unlike most Fire-type Pokémon, Megadash has blue and white flames instead of red, yellow and orange ones.

Christina (a.k.a. Megadash)
Via the Internet

My ultimate Pokémon's name is Cardega and he's a Dragon-and-Dark-type Pokémon.

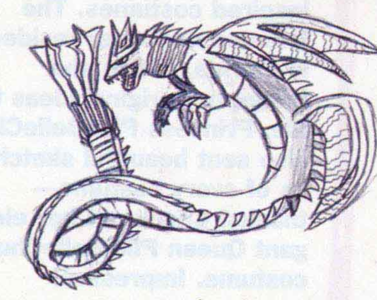


Bryan Haag
Ohio

My mind has been racing with the names of every Pokémon I've created. I finally decided on one of my most recent creations—Ashp. Ashp is a Fire-type Pokémon that looks like a black snake with red eyes that is flaming from its head all the way down its back. It evolves into Flamba, who later evolves into Copperheat—both are Fire-and-Poison-types.

Holden Kosaly-Meyer
Via the Internet

My ultimate Pokémon would be a giant 35-foot dragon with four pairs of wings. It would slash other Pokémon with its claws. It would have no legs, and have spikes running down its spine. It would crush its



opponents with the giant spike on its tail. Its eyes would be yellow, its skin green and its stomach gold. Its name would be Draclawring and it would have a crown on its head.

Ernesto Barraza-Valdez
Arizona

My first ultimate Pokémon would be a big ink-like Pokémon that could change its shape into anything it (or the Trainer) wanted. I would call it Morpheron and it would be really rare. My second ultimate Pokémon would be an evolution of Aggron who would be bigger and could stand on its hind legs. It would have large spikes and steel armor and would roll at its foes.

Troy Chryssos
Via the Internet

Similar to Mewtwo, Dragyrd was genetically created, but it was too smart and broke out of the lab. Dragyrd fled to Ilex forest where it multiplied. Dragyrd evolves into Chrysali and then into Dargon. Dragyrd terrorizes passersby with its annoying laugh and its knack for stealing items. When it evolves into Chrysali, some people say they can see a dark dragon shape inside a blue mist cloud. Little is known about the Pokémon. The final stage of Dragyrd, Dargon, is one of the world's scariest Pokémon. Unless the owner has the Dragon Badge, Dargon will never obey them.

Peter F. Harjung
Ohio

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WRITE AWAY, RIGHT AWAY

Many gamers dream of one day getting the chance to sit down and talk with their favorite game developer. If you had one afternoon to spend chatting with a game developer, who would you choose, why would you choose that developer, and what questions would you have for him or her? Send your answers to the addresses displayed in the 411 section on page 142.

PLAYER'S PULSE ARTIST'S GALLERY



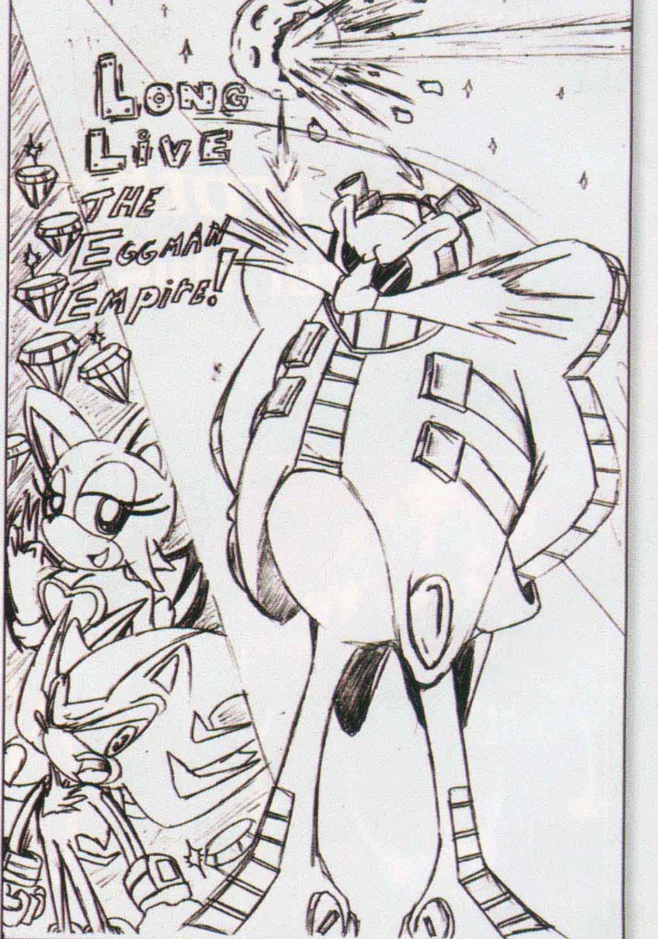
Alvin Tran
British Columbia

ART OF THE MONTH CONTEST WINNER



Lauren Krause
Illinois

Kathleen D'Orazio
New Mexico



Alphonso Orozco • Washington

In Vol. 168 there was a misprint regarding the Art of the Month Winner. The winner was listed as Daniel Petal from Quebec—the official winner was Sara Gonzales from Texas. Both were great pieces—thanks for participating!

POWER CHARTS.169

Nintendo GameCube

With over 800,000 units sold, The Legend of Zelda: The Wind Waker was the top-selling game in March for any console. In other news, Soul Calibur II recently arrived at the NP offices and as you can see, our souls still burn.

TOP-SELLING GAMES* NINTENDO GAMECUBE

#	Title	Prior Position	Months on Chart
1	THE LEGEND OF ZELDA: THE WIND WAKER	•	1
2	MARIO PARTY 4	2	6
3	SUPER SMASH BROS. MELEE	3	16
4	METROID PRIME	1	5
5	STAR FOX ADVENTURES	7	7
6	SONIC ADVENTURE 2: BATTLE	15	11
7	ANIMAL CROSSING	8	7
8	RESIDENT EVIL ZERO	5	5
9	LUIGI'S MANSION	14	13
10	THE LORD OF THE RINGS: THE TWO TOWERS	4	3
11	NBA 2K3	•	1
12	SSX TRICKY	•	4
13	SONIC MEGA COLLECTION	11	5
14	THE SIMS	•	1
15	SUPER MARIO SUNSHINE	10	8
16	DEF JAM VENDETTA	•	1
17	TUROK: EVOLUTION	•	2
18	NASCAR THUNDER 2003	17	2
19	TY THE TASMANIAN TIGER	18	2
20	NBA LIVE 2003	19	2

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* NINTENDO GAMECUBE

#	Title	Prior Position	Months on Chart
1	SOUL CALIBUR II	•	1
2	THE LEGEND OF ZELDA: THE WIND WAKER	1	5
3	VIEWTIFUL JOE	•	1
4	LOST KINGDOMS II	13	3
5	METROID PRIME	2	12
6	BURNOUT 2: POINT OF IMPACT	5	2
7	IKARUGA	3	3
8	SKIES OF ARCADIA LEGENDS	4	7
9	WARIO WORLD	11	2
10	ENTER THE MATRIX	•	1
11	TOM CLANCY'S SPLINTER CELL	14	2
12	RED FACTION II	6	2
13	RESIDENT EVIL ZERO	16	8
14	TIGER WOODS PGA TOUR 2003	9	4
15	NBA STREET VOL. 2	•	2
16	ANIMAL CROSSING	10	12
17	ETERNAL DARKNESS: SANITY'S REQUIEM	17	7
18	PHANTASY STAR ONLINE: EPISODE I & II	•	9
19	THE LORD OF THE RINGS: THE TWO TOWERS	8	7
20	NHL HITZ 20-03	18	4

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

Future Release

#	Title	Platform	Prior Position	Mo. on Chart
1	FINAL FANTASY: CRYSTAL CHRONICLES	GCN	1	6
2	HARVEST MOON: A WONDERFUL LIFE	GCN	3	10
3	RESIDENT EVIL 4	GCN	•	2
4	KILLER 7	GCN	5	4
5	BILLY HATCHER & THE GIANT EGG	GCN	•	1

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE

Game Boy

Pikachu lives! Pokémon fever returns this month as Ruby and Sapphire debut at the top of the Game Boy sales chart. Joining Kyogre and Groudon are fellow newcomers Driver 2 Advance, Sonic Advance 2 and Godzilla: Domination!

KEY: GAME BOY ADVANCE | GAME BOY COLOR

TOP-SELLING GAMES* GAME BOY

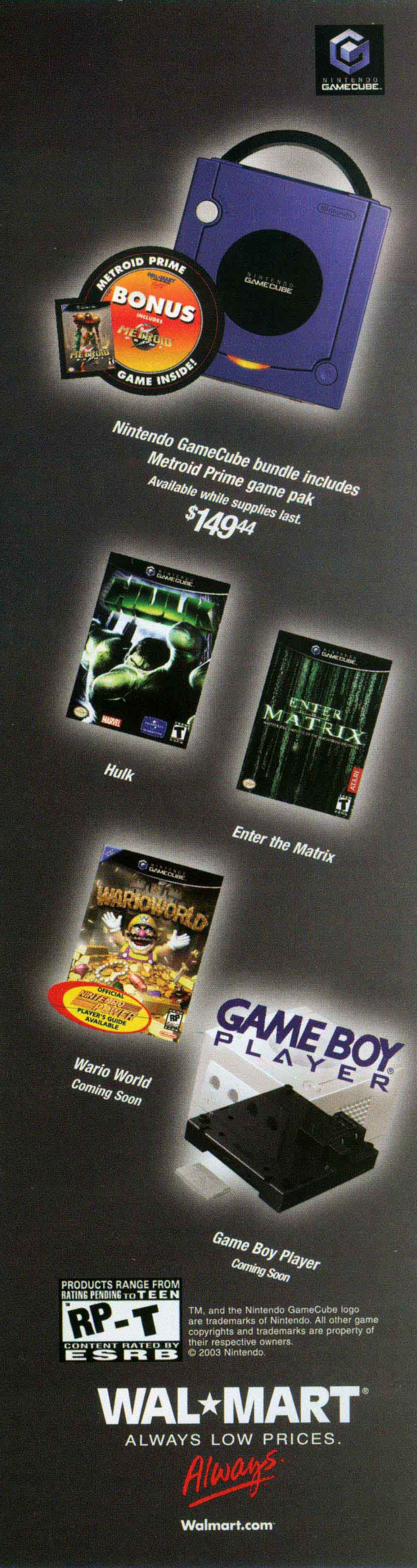
	Title	Prior Position	Months on Chart
1	POKéMON RUBY	•	1
2	POKéMON SAPPHIRE	•	1
3	DRIVER 2 ADVANCE	•	1
4	YU-GI-OH!: DUNGEON DICE MONSTERS	1	2
5	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	3	4
6	SONIC ADVANCE 2	•	1
7	NAMCO MUSEUM	•	2
8	GODZILLA: DOMINATION!	•	1
9	FROGGER'S ADVENTURES: TEMPLE OF THE FROG	•	2
10	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	8	15

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

	Title	Prior Position	Months on Chart
1	FINAL FANTASY TACTICS ADVANCE	•	1
2	GOLDEN SUN: THE LOST AGE	1	4
3	CASTLEVANIA: ARIA OF SORROW	2	3
4	WARIO WARE, INC.: MEGA MICROGAMES	4	3
5	ADVANCE WARS 2: BLACK HOLE RISING	3	2
6	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	5	12
7	POKéMON RUBY AND POKéMON SAPPHIRE	7	5
8	METROID FUSION	6	12
9	LUNAR LEGEND	8	6
10	CAR BATTLER JOE	9	7

*Player's Choice and Most Wanted information courtesy of the NP Krew.



GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Universal Interactive brings The Hulk to Nintendo GameCube this summer in a brawler that's bound to be all the rage. Tearing buildings apart and throwing the rubble at bad guys have never been so much fun.

THE SPOTLIGHT

Star Fox



What have Namco and Fox McCloud been up to? Take a look at our high-flying screen shots of the upcoming GCN game to find out.

Army Men RTS



Real-time strategy will invade the world of plastic army men when 3DO's Army Men RTS comes to Nintendo GameCube this summer.

Beyond Good & Evil



Ubi Soft provides plenty of eye candy for this month's gallery. Beyond Good & Evil looks lovely and perilous at the same time.

Kirby Air Ride



Kirby is coming to Nintendo GameCube this year in a blaze of pink speed. Take a peek at the action.

Dragon Ball Z: The Legacy of Goku II



The Legacy of Goku returns to GBA with a second game that's even bigger than the first. It's a DBZ fan's dream.

Pirates of the Caribbean



Sword duels, treasure hunts and sea battles between cannon-firing ships are all in a day's work for Pirates of the Caribbean.

THE GAMING NEWS FOR JUNE 2003

BUNDLES OF JOY

Nintendo has put together the sweetest GCN bundle deal yet. Beginning May 4th and continuing through July, Nintendo GameCube purchasers get to choose one free game: The Legend of Zelda: The Wind Waker, Metroid Prime, Star Fox Adventures or Mario Party 4. The deal becomes even sweeter beginning May 25th, when GCN buyers will get a free game and a free demo disc full of playable demos, tons of videos of upcoming GCN titles and more goodies.

THE CHOICE IS YOURS

Value-minded gamers take note—the Nintendo GameCube Player's Choice series is expanding to include select third-party titles at manufacturer's suggested retail prices of $19.99 to $29.99. The first third-party games to join the club are Spider-Man, James Bond 007: Agent under Fire, Resident Evil, Sonic Adventure 2: Battle and *Star Wars* Rogue Squadron II: Rogue Leader.

THE BIG HEAD AT RETRO

Retro Studios has a new president. Michael Kelbaugh—a long-time game-quality guru at Nintendo of America—takes the reins at Retro to oversee the production of Metroid Prime 2. Actually, his head is just the right size, and we think he'll be a perfect fit.

R&D IN TOKYO

Nintendo has announced the creation of a new research and development facility in Tokyo to develop unique, first-party games for Nintendo's consoles. Establishing the new studio is one of many new initiatives that Nintendo is undertaking to bring gamers the best interactive experiences in the world.

X-CITEMENT FOR ACTIVISION'S LEGENDS

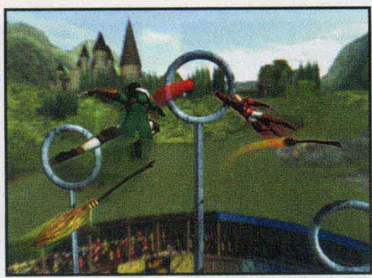
Imagine training your own team of X-Men and leading them into battle against the Sentinels and the Brotherhood of Mutants. In X-Men: Legends for GCN, you'll have to use teamwork and the unique abilities of your X-Men to accomplish goals. Activision even plans a four-player cooperative mode for the real-time RPG. The only downside is that you're going to have to wait until 2004 to run your own mutant academy.

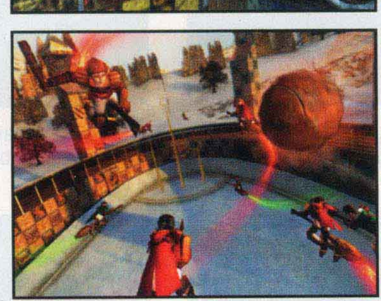
SONIC BOONS

Sonic the Hedgehog has two new appearances scheduled on Nintendo consoles. In Sonic Heroes for Nintendo GameCube, the blazing blue rodent and pals Knuckles and Tails are united in one character with the abilities of each of the individuals. Players will switch between abilities to navigate the vast platform world. Sonic Battle for GBA is an action-fighter with eight Sonic characters and multiplayer Game Link features.

QUIDDITCH, ANYONE?

If you have what it takes to block a Bludger or grab the Golden Snitch, then Harry Potter: Quidditch World Cup from EA is likely to be your cup of tea. Players will join one of the four Hogwarts House teams and play for the Hogwarts Cup and the chance to go to the international Quidditch World Cup. Nintendo GameCube and Game Boy Advance versions of Quidditch World Cup are coming this fall.





TURTLES IN TROUBLE

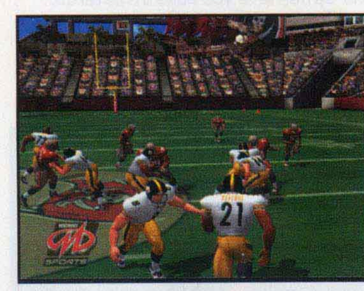
The Teenage Mutant Ninja Turtles would rather gobble pizza than track villains through the sewers of New York, but when trouble is afoot the foursome swings into action. Konami's graphics for the GBA harken back to the comic book origins of the Turtles. Players will master the skills of their favorite ninja turtle, then take the hurt to Shredder. It all happens this fall.





BLITZ AND HITZ GO PRO

Controversy often surrounds pro sports, but it rarely surrounds sports video games. Midway may have opened a can of worms with a radical shift in emphasis for its popular NFL Blitz and NHL Hitz franchises. NFL Blitz Pro and NHL Hitz Pro are edging toward mainstream sport simulations with full squads and real league rules. Midway assures us that the hard-hitting action—the trademarks of both games—won't suffer. An early look at the titles suggests the games may strike just the right balance between reality and outrageousness. Midway says the new direction will make the games "better than real." See for yourself this fall.





SUFFERING A LIFE SENTENCE

In The Suffering for GCN, Midway opens the door to survival-horror action and pushes you inside. As a convicted murderer named Torque, players attempt to survive nine levels of blood-thirsty monsters and other horrors. Torque is tormented by flashbacks that portray the events leading up to his arrest, and his psyche is so unbalanced that he can transform into a hideous beast when his rage builds to a sufficient level. He's not a happy camper. Players will begin serving time—more than 20 hours of game play—this fall.





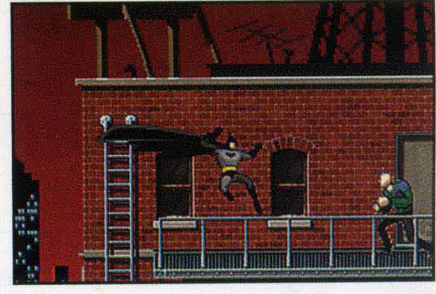
WHEN DINOSAURS WALK THE GCN

In Dinotopia, humans and dinosaurs work and play in peaceful coexistence—until the harmony is shattered by a band of human ingrates and carnivorous dinosaurs bent on causing trouble. TDK's Dinotopia: The Sunstone Odyssey is the tale of Drake Gemini, who must vanquish the baddies and restore order. He flies on a Skybax and fights using a mechanical Strutter in the expansive GCN action-adventure coming this summer.



CORNER ON THE NEWS

This month's Nintendo Power is overflowing with gaming news. Ubi Soft will release the Game Boy Advance version of Batman: Rise of Sin-Tzu (shown here) and a GCN version this fall. Ubi Soft also announced that Tom Clancy's Rainbow Six 3: Raven Shield for GCN is coming this year. EA has announced Need for Speed Underground for both GCN and GBA, and Bionicle: The Game for GCN. GCN and GBA games based on *The Cat in the Hat* movie are in development at Vivendi Universal as is Spyro: Attack of the Rhynocs for Game Boy Advance. This month's E[3] preview on page 30 has even more news.



THE HULK

Game Type: Action
Publisher: Universal Interactive Studios
ETA: June 2003
System: Nintendo GameCube

The Hulk offers players two ways to work through the game's 30 levels of the game: You can embrace your rage, destroy buildings, toss foes through the air like rag dolls and batter them using 25 attacks, such as the Sonic Clap and Gamma Slam. Or choose to use your brain and stealth to solve puzzles and avoid conflict. Either way, you'll have to deal with gamma-irradiated villains such as Flux, Rampage and Half Life. One year after the events of this summer's film, scientist Bruce Banner and his raging alter ego, The Hulk, face a new challenge from The Leader, who plans to use The Hulk's gamma energy to unleash a horde of gamma goons. The game's environments are open and destructible, which gives players freedom to explore a variety of strategies and attacks. It's marvelous mayhem for GCN players.



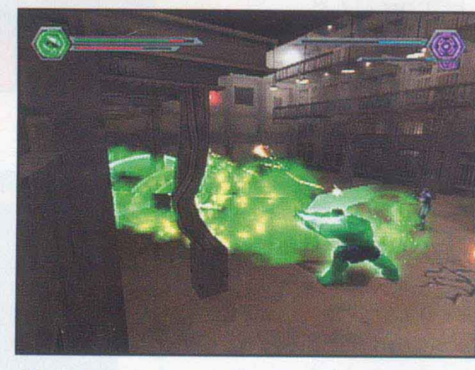
Dr. Banner is transformed by gamma radiation. It's enough to make anyone upset or even enraged.



As the Hulk, players wield incredible strength. The game expands on themes from the film.



You'll battle guards and other gamma mutants when you're playing as the Hulk.



The Hulk is so powerful that he can demolish buildings and use special rage attacks.



ARMY MEN RTS

Game Type: Real-time strategy
Publisher: 3DO
ETA: June 2003
System: Nintendo GameCube

Sarge must lead the Green forces into enemy territory to defeat a madman. Build bases, manage resources and create troops and armored units to command in battle. As you earn Gold Medals in Campaign mode, you'll unlock Great Battles and Special Ops for even more strategy fun.



Command your troops and units to muster, patrol and attack enemy forces.

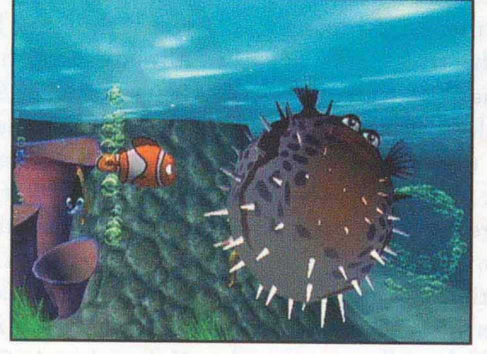


The Bulldozer option lets you build structures, such as Guard Towers, HQs and Barracks.

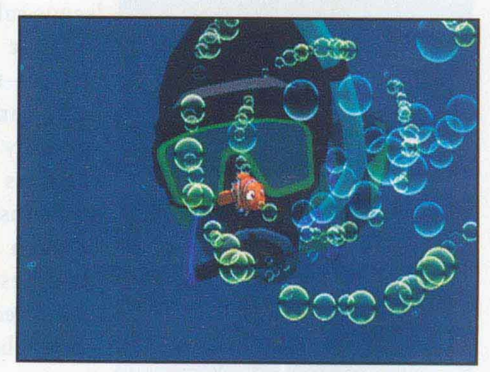
FINDING NEMO

Game Type: Platform
Publisher: THQ
ETA: July 2003
System: Nintendo GameCube

Players will guide Marlin, Dory and Nemo through 15 levels filled with puzzles, dangers and minigames. Fans of the Disney/Pixar film will be amazed at the game's seamless blend of cinema, music, voice talent and game play. Although the game is targeted to young fans, there are enough fun extras and action in the game to interest older gamers.



Nemo and his friends face many undersea challenges. You wouldn't want to run into a pufferfish.



Outswim the diver! Finding Nemo is filled with inventive action stages based on the film.

DRAGON BALL Z: THE LEGACY OF GOKU II

Game Type: Adventure
Publisher: Atari
ETA: June 2003
System: Game Boy Advance

Atari's second Dragon Ball Z adventure for Game Boy Advance spans the Trunks Saga through the Androids Saga to the Cell Saga of the TV series. You'll play as Trunks, Vegeta, Piccolo, Gohan and Goku as you explore 10 worlds. Training and fighting are a big part of the game, but the characters must also fulfill quests, explore their surroundings and solve puzzles. As they grow stronger, characters will be able to access more areas and use Super Saiyan attacks. At the end of the road is the battle with Cell. The development team at Webfoot Technologies worked closely with FUNimation Productions to ensure that the game remained true to the DBZ universe. Legacy of Goku II is bound to be an even bigger hit than last year's game.



You'll encounter friends and foes from the DBZ universe as you progress.



Although there are RPG elements in the game, the combat is direct so you have to be quick.



You'll discover that you have special Saiyan powers as you grow stronger.

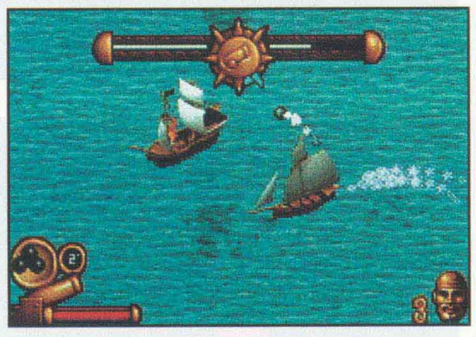


The game follows main plot lines from the TV series, but there are many side quests, as well.

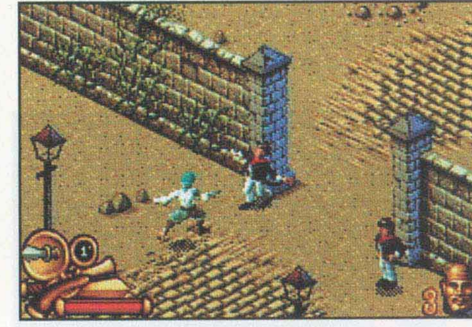
PIRATES OF THE CARIBBEAN: THE CURSE OF THE BLACK PEARL

Game Type: Action
Publisher: TDK Mediactive
ETA: July 2003
System: Game Boy Advance

Pirates of the Caribbean is the complete pirate experience—you'll walk the plank, wield a blade, search for buried treasure, fire cannons at ships and laugh maniacally as you run up the Jolly Roger on captured vessels. The story is based on the Disney movie, which is inspired by the theme park rides.



Firing broadside at enemy vessels requires you to control the range and direction of the cannonballs.



On dry land, you'll face British soldiers armed with sabers—and they don't take kindly to pirates.

PROJECT: DIGIPEN

Vektor Space is a futuristic demolition derby created by eight DigiPen seniors: Jhon Restrepo, Mark Thrall, Ricardo Villareal, Nathan Feldman, John Enney, Steve Johnson, John Gayness and Jon Gagnon. Each hovercraft leaves a gaseous trail that will damage other vehicles if they run into it. If a vehicle accumulates enough damage, it will explode. The goal is to be the last vehicle in the arena. Vektor Space was featured at the 5th annual Independent Games Festival Student Showcase at the Game Developers Conference last March.





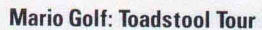
For more information on DigiPen and to download a copy of Vektor Space to play on your computer, head to www.digipen.edu. There you'll also find links to more DigiPen projects and information about signing up for classes and workshops.

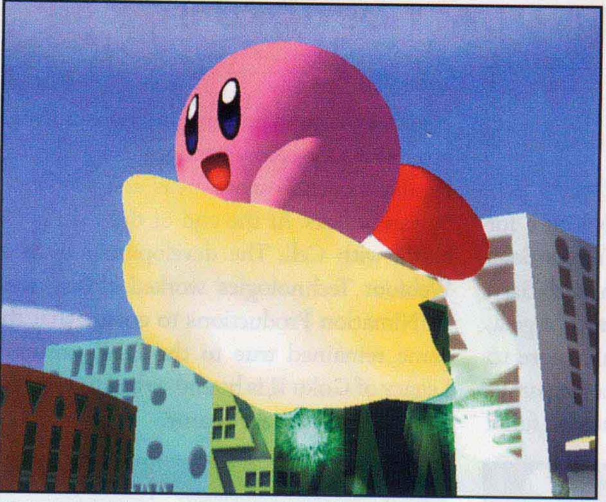
JUNE GALLERY OF GAMES

The June gallery highlights of 11 extraordinary games. Kirby has an all-new angle on racing while Mario takes another swing at golf. We also have initial glimpses of Star Fox, NARC, Bionicle, Beyond Good & Evil and an RPG featuring Mario and Luigi for Game Boy Advance.



Shrek: Reekin' Havoc
Shrek, Princess Fiona and the crew are back for another platform adventure on GBA. Play control is sharp thanks to the same development team that created Hassle in the Castle.







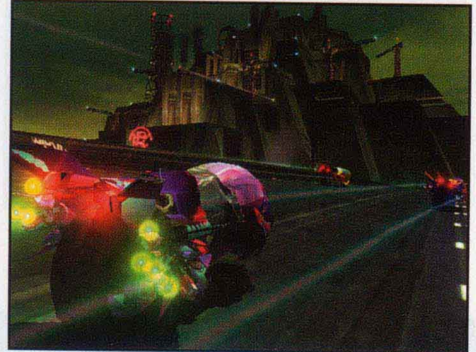


Kirby Air Ride
Kirby has the need for speed in his GCN debut. You'll encounter enemies on every track—swallow them to gain their powers, and use Kirby's new skills to take the lead. Up to four players can race.

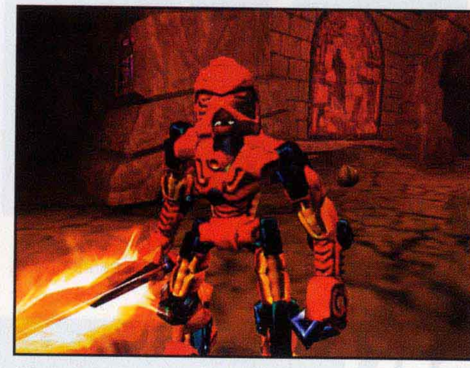




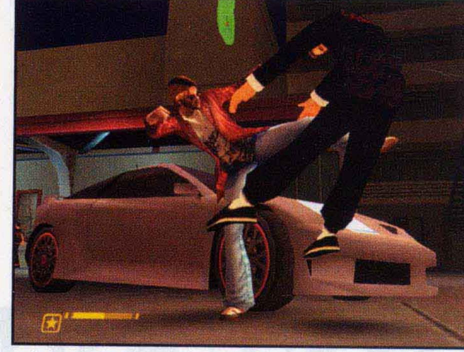
Mario Golf: Toadstool Tour
When Mario and his friends return to the links this summer, they have some surprises in store. Most golf courses have water hazards, but what about Chomp hazards? You'll find courses like these only in the Mushroom Kingdom. There are conventional courses, as well, and two ways to swing the club. Playing singly or as a foursome, it's a grand Tour.



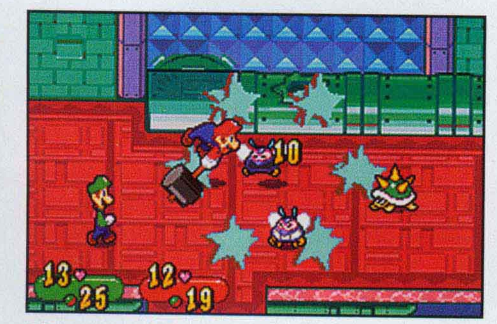
XGRA
XGRA is the future equivalent of NASCAR—you control all heavy gravity race events. There are sponsors, rivalries and six types of races.



Bionicle
LEGO and EA Games send you to the world of Bionicles in a 3-D adventure. Players can build and operate their own Bionicle mechanisms.



NARC
Combat the notorious K.R.A.K. drug cartel in Midway's third-person action-shooter. The game takes you around the globe.



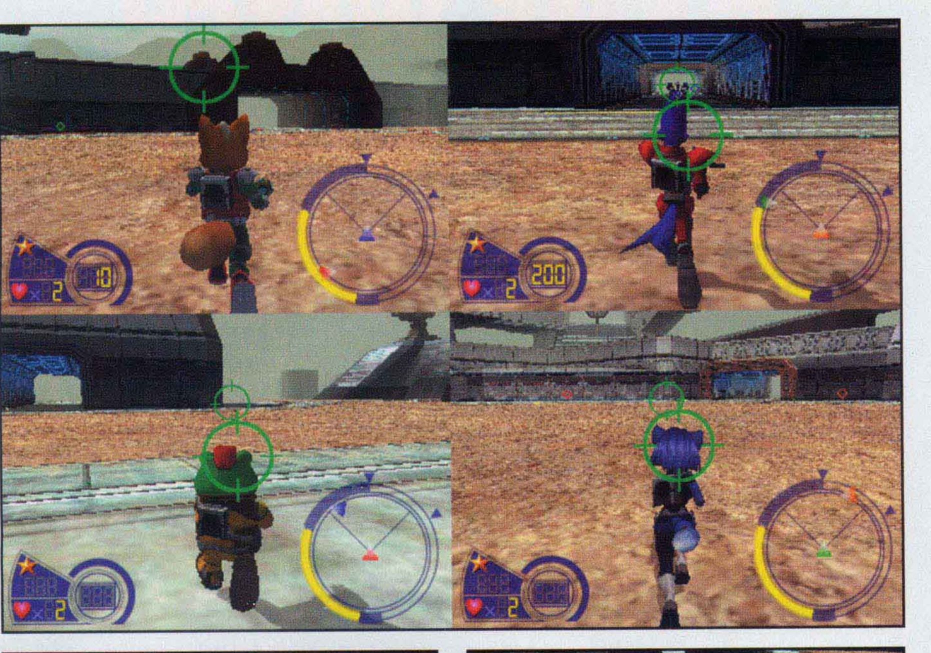
Mario and Luigi
This fall, players will go on an epic quest with Mario and Luigi. You can control each brother individually or together as a team.



Ice Nine
One of the smoothest first-person shooters ever to grace the GBA, Ice Nine takes you through covert ops training and into the field.



Rock 'n' Roll Racing
Interplay's classic racer for the Super NES is reborn as an exceptional racing experience for GBA. Win money and buy new cars.





Star Fox
Players choose whether to battle through levels flying their Arwing, driving a Landmaster Tank or hoofing it on the ground. Namco's take on Star Fox includes solo missions and multiplayer modes.







Beyond Good & Evil
Michel Ancel, the creator of Rayman, wanted to build an immersive world like no other. You'll witness the culmination of his dream this fall when Beyond Good & Evil is released for GCN. The game combines action, adventure and role-playing elements. Jade, the protagonist, is a free agent, able to explore her world on foot or in vehicles. The screen shots are pretty amazing, and what we've seen of the game suggests that Beyond Good & Evil may be one of the surprise hits of the year.



DEVELOPER PROFILE

This month we bring you the insights of Eric Lundborg—the cocomposer for Enter the Matrix—on the process of creating the video game's remarkable musical score.

GW: How would you describe the Matrix music style?

EL: Enter the Matrix draws on a variety of styles: first the driving motor rhythms of minimalism. It is motivic, cellular and machinelike. Next, the instrumental and harmonic techniques of avant-garde modernism support strange and dangerous situations. Finally, thematic-based music reveals character and emotion.

GW: The music incorporates a lot of genres—from orchestral to techno. What makes you decide on a genre for a particular situation?

EL: My job was to adapt and incorporate the music from the original film, *The Matrix*, for the game play and cineractives [animated motion pictures], and since the genre is orchestral form the get-go that was my sound palette. Decisions about where and when to employ techno music were in the hands of the Wachowski brothers.

GW: What is your process for working with the Wachowskis?

EL: They know what they want. The Wachowskis were very involved with the cineractives and gave me feedback, but there were no long discussions. The basic assumption all along was that the music would be derived from *The Matrix*, *The Matrix: Reloaded* and the *Animatrix* animes to guarantee the continuity between the various projects.

GW: What are the differences between scoring music for movies and scoring music for games?

EL: Game music is designed to enhance and sustain action, while film music contains a varied range of emotional experience. In film, the entire experience is an unfolding: The music is typically composed in smaller sequences but is ultimately combined into one long wave with crests and troughs, scrupulously following the action of the film. In composing game music, the image is a kaleidoscope. Game-play music is designed to fit various actions—the walk, the chase, the fight—and various moods—impending danger, suspense, victory. Each is scored differently within the many levels of the game and is typically longer, lasting from 90 seconds to five minutes in duration. The music must enhance the game play and be able to be endlessly combined in different ways, depending on the actions of the player. In game playing, the player has a hand in creating the ultimate experience.

GW: How do you plan for the fact that gamers may hear a piece for only a few minutes if they navigate an area quickly and they'll hear it for a much longer period if they take their time or get lost?

EL: That's one of the challenges for the composer. If the game player takes an unusually long time in a particular level, the music has a way of cycling back to the beginning of the piece in a seamless manner. That fact about game music must be taken into account. The game player is actually being shadowed, so to speak, by an integrated music system (IMS) that senses what the player is up to at any given moment. When something changes in the environment either through action on the part of the player or some surprise attack by an enemy, the IMS triggers music designed for the new state of affairs. So, the plan is determined by the kinds of music required for all the various environments and levels.

GAME WATCH FORECAST

GW: Does the matter of whether a scene or a game level takes place in the Matrix or in the real world influence your musical decisions? If so, how?

EL: I was mainly concerned with the emotional tone or feeling that needs support, whether the player is in the Matrix or not.

GW: What is your musical focus? Emotion? Character? Environment? Action?

EL: Good question: *All* are important, depending on the primary goal of the scene.

GW: How do you produce the game music?

EL: I develop the material after the specific approach to a scene has been greenlighted. Since the musical material is derived from the original score to The Matrix, The Matrix: Reloaded and the Animatrix anime The Final Flight of Osiris, all the music is orchestral. Producing the soundtrack for the game is the same as working on a film score. It's great—you stand in front of first-rate musicians and get the thrill that only a big band of 75 musicians can produce. The major difference here was that we recorded 172 minutes of music, so it was a bigger thrill. Most film scores are around 90 minutes.

GW: A lot of establishing shots are accompanied by the same sparse horn refrain. How did you develop that? What made it feel right?

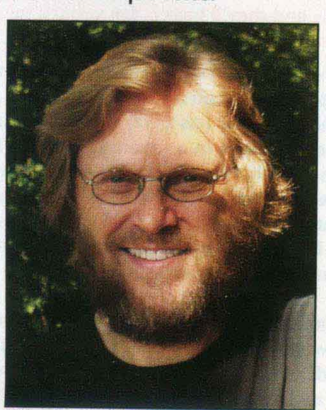
EL: The horns are used to establish a mood, and the contrasting brass swells are integral to the Matrix sound.

GW: Are you a video game player? If so, have your game-playing experiences influenced the way that you compose for games?

EL: I do play games and I am sensitive to how the music is working. Of course, I like to give game players a lot to play with, a sonically rich experience for them.

GW: What composers have inspired you the most? How?

EL: Don Davis for his extraordinary art and talent and the power of his musical imagination. John Williams for his melodic invention and memorability, consistently high standards and astonishing achievements. Jerry Goldsmith for his deft use of modernist techniques. Bruce Broughton for his great skill and immense talent. Thomas Newman for his subtle and unique voice.



NINTENDO GAMECUBE

- 1080°: AVALANCHE
- THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: JET FUSION
- ALIAS
- AQUAMAN: BATTLE FOR ATLANTIS
- AREA 51
- ARMY MEN RTS
- BAD BOYS II
- BATMAN: RISE OF SIN-TZU
- BATTLEBOTS
- BEYOND GOOD & EVIL
- BIG MUTHA TRUCKERS
- BILLY HATCHER AND THE GIANT EGG
- BIONICLE
- THE CAT IN THE HAT
- CRASH NITRO KART
- CROUCHING TIGER, HIDDEN DRAGON
- CRUSHED BASEBALL 2004
- DEAD PHOENIX
- DIGIMON
- DINOTOPIA
- DISNEY/PIXAR'S FINDING NEMO
- DISNEY'S EXTREME SKATE ADVENTURE
- DISNEY SPORTS MOTOCROSS
- DISNEY SPORTS SNOWBOARDING
- DROME RACERS
- DUNGEONS & DRAGONS HEROES
- ENCLAVE
- EXTREME FORCE: GRANT CITY ANTI-CRIME
- THE FAIRLY ODDPARENTS!: BREAKIN' DA RULES
- FIFA 2004
- FINAL FANTASY: CRYSTAL CHRONICLES
- FOUR HORSEMEN OF THE APOCALYPSE
- FREAKY FLYERS
- FREESTYLE METAL X
- F-ZERO GX
- GALIDOR: DEFENDERS OF THE OUTER DIMENSION
- GALLEON: ISLANDS OF MYSTERY
- GEIST
- GLADIATOR
- GLADIUS
- GOBLIN COMMANDER: UNLEASH THE HORDE
- GOTCHA FORCE
- GRAVITY GAMES BIKE: STREET. VERT. DIRT.
- HARRY POTTER: QUIDDITCH WORLD CUP
- HARVEST MOON: A WONDERFUL LIFE
- HAUNTED MANSION
- HAVEN: CALL OF THE KING
- HIDDEN INVASION
- HIGH HEAT BASEBALL 2003
- HITMAN 2: SILENT ASSASSIN
- THE HOBBIT
- HOT WHEELS: WORLD RACE
- THE HULK
- IMMORTAL WARRIOR
- I-NINJA
- THE ITALIAN JOB
- JACKED
- JIMMY NEUTRON JET FUSION
- JONNY MOSELEY MAD TRIX
- KILLER 7
- KIRBY AIR RIDE
- THE LEGEND OF ZELDA: FOUR SWORDS
- LEGENDS OF WRESTLING 3
- LOONEY TUNES: BACK IN ACTION
- THE LORD OF THE RINGS: THE RETURN OF THE KING
- MACE GRIFFIN: BOUNTY HUNTER
- MADDEN NFL 2004
- MARIO GOLF: TOADSTOOL TOUR
- MARIO KART: DOUBLE DASH!!
- MARIO PARTY 5
- MARIO TENNIS
- MASTERS OF THE UNIVERSE HE-MAN: POWER OF GRAYSKULL
- MEDAL OF HONOR: RISING SUN
- MEGA MAN NETWORK TRANSMISSION
- METAL ARMS: GLITCH IN THE SYSTEM
- METAL GEAR SOLID: THE TWIN SNAKES
- MISSION: IMPOSSIBLE—OPERATION SURMA
- MOBILE SUIT GUNDAM
- MTV'S CELEBRITY DEATHMATCH
- NARC
- NBA BALLERS
- NBA JAM 2004
- NCAA FOOTBALL 2004
- NEED FOR SPEED UNDERGROUND
- NFL BLITZ PRO
- NHL HITZ PRO
- ONE PIECE: TREASURE BATTLE
- PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION
- PIKMIN 2
- PILLAGE
- PITFALL HARRY
- P.N. 03
- POKéMON COLOSSEUM
- THE POWERPUFF GIRLS
- PRINCE OF PERSIA: THE SANDS OF TIME
- RAINBOW SIX 3: RAVEN SHIELD
- RALLY CHAMPIONSHIP
- RESIDENT EVIL 4
- RISK
- ROCKET POWER: ZERO GRAVITY ZONE
- ROGUE OPS
- ROLLING
- SETTLERS
- THE SIMPSONS: HIT & RUN
- SONIC ADVENTURE DX
- SONIC HEROES
- SOUL CALIBUR II
- SPAWN
- SPEED KINGS
- SPHINX
- SPONGEBOB SQUAREPANTS
- SSX 3
- STAR FOX
- *STAR WARS* ROGUE SQUADRON III: REBEL STRIKE
- STARCRAFT: GHOST
- STREET HOOPS
- STREET KINGS
- STREET RACING SYNDICATE
- THE SUFFERING
- SX SUPERSTAR
- TAK AND THE POWER OF JUJU
- TALES OF SYMPHONIA
- TEENAGE MUTANT NINJA TURTLES
- TIGER WOODS PGA TOUR 2004
- TINY TOONS: DEFENDERS OF THE LOONI-VERSE
- TOM AND JERRY: THE WAR OF THE WHISKERS
- TRUE CRIME: STREETS OF L.A.
- ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION
- UNITY
- URBAN FREESTYLE SOCCER
- VIEWTIFUL JOE
- WALLACE & GROMIT IN PROJECT ZOO
- WORMS 3
- WWE WRESTLEMANIA XIX
- XIII
- XGRA
- X-MEN LEGENDS

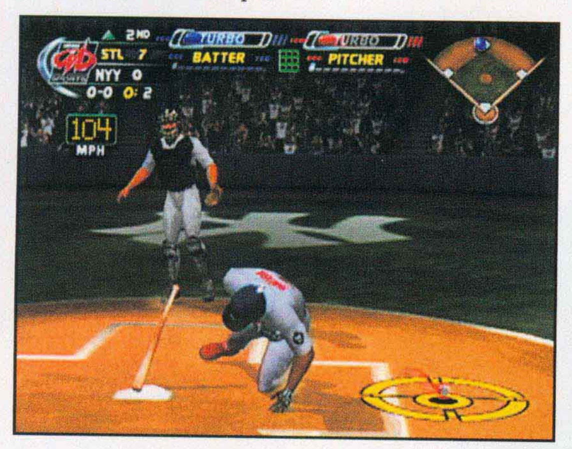
GAME BOY ADVANCE

- A SOUND OF THUNDER
- ADVANCE WARS 2: BLACK HOLE RISING
- AERIAL ACES
- AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
- BALDUR'S GATE: DARK ALLIANCE
- BATMAN: RISE OF SIN-TZU
- BLACKTHORNE
- BUFFY THE VAMPIRE SLAYER: RETURN OF THE DARK KING
- THE CAT IN THE HAT
- CORVETTE 50TH ANNIVERSARY
- CRAZY CHASE
- CREATURES
- CUSTOM ROBO GX
- DEMIKIDS DARK
- DEMIKIDS LIGHT
- DISNEY/PIXAR'S FINDING NEMO
- DISNEY SPORTS MOTOCROSS
- DONKEY KONG COUNTRY
- DRAGON BALL Z: THE LEGACY OF GOKU II
- EVOLUTION SKATEBOARDING
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- THE FAIRLY ODDPARENTS!: ENTER THE CLEFT
- FAMITSA ADVANCE
- FINAL FANTASY TACTICS ADVANCE
- FIRE EMBLEM
- FIRE PRO WRESTLING 2
- FREEKSTYLE
- FROGGER CLASSIC
- GEM SMASHERS
- HAMTARO: RAINBOW RESCUE
- HARVEST MOON: FRIENDS OF MINERAL TOWN
- HOT WHEELS: WORLD RACE
- HYPERSPACE DELIVERY BOY
- ICE NINE
- THE INCREDIBLE HULK
- JET GRIND RADIO
- LADY SIA II
- LITTLE LEAGUE BASEBALL 2003
- LOONEY TUNES: BACK IN ACTION
- THE LORD OF THE RINGS: THE RETURN OF THE KING
- MARIO AND LUIGI
- MEGA MAN BATTLE NETWORK 3
- MONSTER TRUCK MADNESS 2.0
- NEED FOR SPEED: UNDERGROUND
- NICKELODEON PARTY BLAST
- ODDWORLD: MUNCH'S ODDYSEE
- ONE PIECE: GRAND BATTLE
- ONIMUSHA TACTICS
- PAINTBALL
- THE PIRATES OF THE CARIBBEAN
- PITFALL HARRY
- POKéMON PINBALL
- POWER RANGERS: WILD FORCE
- RADIUM
- RIVER KING
- ROAD RASH
- ROCK 'N' ROLL RACING
- ROCKET POWER: ZERO GRAVITY ZONE
- RUGRATS GO WILD
- SCOOBY-DOO! THE MOVIE
- SHAUN MURRAY'S PRO WAKEBOARDER
- THE SIMPSONS: ROAD RAGE
- SONIC BATTLE
- SONIC PINBALL PARTY
- SPEED BALL 2: BRUTAL DELUXE
- SPIRITS & SPELLS
- SPONGEBOB SQUAREPANTS
- SPY KIDS 2: ISLAND OF LOST DREAMS
- SPY KIDS 3D: GAME OVER
- SPYRO: ATTACK OF THE RHYNOCS
- SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3
- THE SUPER STOO-PENDOUS WORLD OF DR. SEUSS
- SWORD OF MANA
- TAK AND THE POWER OF JUJU
- TALES OF PHANTASIA
- TALES OF THE WORLD: NARIKIRI DUNGEON 2
- TEENAGE MUTANT NINJA TURTLES
- TINY TOON ADVENTURES: SCARY DREAMS
- TOM & JERRY IN INFURNAL ESCAPE
- TOP GEAR RALLY
- TOP GUN: COMBAT ZONES
- ULTIMATE MUSCLE: THE KINNIKUMAN LEGACY
- U.S. OPEN 2002
- VIRTUA TENNIS
- WAKEBOARDING UNLEASHED
- WILD THORNBERRYS: THE MOVIE
- WIZARDRY: THE SUMMONING
- WOODY WOODPECKER IN CRAZY CASTLE 5
- X-BLADEZ: INLINE SKATER
- X2: WOLVERINE'S REVENGE
- YOSHI'S STORY
- ZAPPER

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.



Oh, nuts!

YOUR SCREEN TEST CAPTIONS



Our line was Hey, wait up! Wanna trade?

What do you mean "Pig-headed"?—*Michael Hughes*

You think you're so special balancing a pot on your head, why don't you try this?—*Derek Drayer*

Little did the island woman know that she was being stalked by the Piggly Wiggly Killer.—*Mike Sciortino*

Why do women always run away from me? Is it me or this giant black pig on my head?—*Steven Rheiner*

Link, striving to fit in, couldn't find a pot like the village girl's, soooo...—*Bob Finkleberry*

The black-pig-over-head dance is a normal part of this mating ritual. Unfortunately for our subject, no females are interested.—*Xenious24*

For the last time, I'm not your mother!—*Lisa Hoesli*

Excuse me, but did you drop this?—*Michael Greco*

Link finally decides he doesn't want to be a farmer when he grows up.—*Kota715*

My training is complete, for I am like the ant, who in his splendor is able to lift fifty times his own weight.—*David Yewdentno*

Catch!—*Lowell Wahtera*

We're going to need a bigger boat...—*CJ*

IN DEFENSE OF NINTENDO GAMECUBE

You've probably seen the arguments raging on Internet chats and bulletin boards about which console is the best or what game is the hottest. Some misguided gamers think the Nintendo GameCube is a toy for tots. On the contrary: Players of all ages revere Nintendo games, and some of the best Mature-rated games are exclusive to GCN. At Nintendo Power, we think it's a tragedy when gamers turn away from pure gaming excellence because they're afraid of what someone might say. The next time a deluded gaming guru tells you that the GCN is lame, refer him or her to Nintendo Power's...

Top 10 Reasons GCN beats the pants off PS2 and Xbox!

10. The handle. Okay, so it's a little goofy, but imagine trying to take an Xbox with you to a friend's house or on vacation. You would need an industrial crane and a parking permit.

9. It only plays games. That's right. Anyone who tells you that playing DVDs on a game console is a benefit has never had someone monopolize the machine for hours playing Meg Ryan movies while the rental game you have to return in three hours gathers dust.

8. It's more powerful than PS2. PS2 has slower processors and its graphics are noticeably inferior to the GCN's. Sorry—there's nothing very funny about that.

7. Gone platinum. The Platinum GCN is a work of art, shiny and sophisticated. PS2 and Xbox look like every other piece of electronics hardware created in the past 20 years, and dust really shows up on those black casings.

6. Controller design. The PS2 Controller has way too many buttons, and the Xbox Controller was designed for a giant or an octopus. Ah, but the GCN Controller is elegant and practical—an extension of the human spirit; an epiphany in plastic; the ultimate interface between mind, body and technology.

5. Experience. Nintendo has consistently produced the highest quality video games for more than two decades dating back to Donkey Kong. You can bet that Nintendo will continue to do so in the future. Twenty years ago, Sony was making Betamax tape machines and Microsoft hadn't even come up with Windows. What will they be doing tomorrow?

4. The incredible freedom of the WaveBird Controller. You can even play from the bathroom. Let freedom ring!

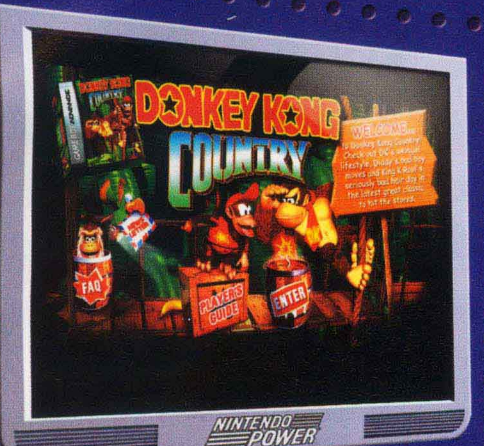
3. Game Boy Player. More than a hundred million people have Game Boys, and we suspect that most of them own a game or two. With the Game Boy Player, all those millions of deserving gamers will be able to play their games on Nintendo GameCube as well as on their Game Boys.

2. Connectivity. Sony and Microsoft can't do it because they don't have Game Boy. They have robotic dogs and word processors. Let's face it, they're not really game companies. But Nintendo does only games, which is why Nintendo innovates ways to play—linking consoles, swiping cards, visiting villages filled with animals and sailing the high seas in a talking boat.

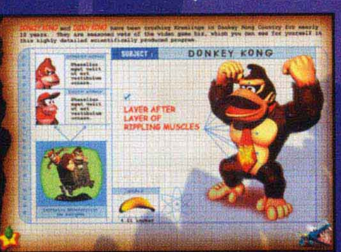
1. Exclusivity. The GCN offers The Legend of Zelda: The Wind Waker, Metroid Prime, Resident Evil Zero, Super Mario Sunshine, Eternal Darkness, Animal Crossing, Star Fox Adventures, Final Fantasy: Crystal Chronicles, Metal Gear Solid: The Twin Snakes, Mario Kart, Metroid 2, *Star Wars*: Rogue Squadron III: Rebel Strike, Pikmin II, Resident Evil 4 and Soul Calibur II as Link. (That's 15 exclusive reasons GCN reigns supreme.) Try naming 15 exclusive hit PS2 titles. As for Xbox, you can count the number of exclusive hit titles for it on one finger.

Swing with the Zoo Crew

donkeykongcountry.com



Donkey Kong and Diddy Kong made lots of noise on the Super NES with tag-team platforming action. Nintendo's primate posse will soon swing into action once more when Donkey Kong Country hits the GBA. It's an enormous game starring some of the biggest personalities in the Nintendo universe, so the game's website will give you a heapin' helping of madcap experiences and fun minigames—like Donkey Kong's Barrel Blast—that will reintroduce you to the whole banana-loving bunch.



The website will plunge you deeper and deeper into the Donkey Kong Country experience. It's a one-way trip that begins with a trivia-filled session with the central Kong himself then hurls you headlong into a boisterous succession of Web happenings.

Wario-Wide Web

wario-world.com

warioware.biz

With two titles on the way—Wario World for the GCN and Wario Ware, Inc.: Mega Microgame$ for the GBA—Wario demanded nothing less than two websites to show off his latest games. Warioware.biz will launch in early May and provide ways to explore microgame$ development, such as playing inspiring microgame$ and creating your own business cards. Elsewhere on the Wario-Wide Web, wario-world.com will launch in June. It's sure to be just as wonderfully strange as his upcoming GCN misadventure, so keep an eye out for the bizarre site!



The House That e-Reader Built

nintendo-e-reader.com

Since the e-Reader debuted last year, the e-Reader cards have really stacked up. To show off the variety of cards already available and the countless others on the way, Nintendo recently launched its e-Reader website. Check it out for all the details on the latest big deals—Mario Party-e, Animal Crossing-e, Pokémon-e TCG and all of the NES games available. You'll be amazed by the sheer size of the house that e-Reader has built.

Because so many different kinds of e-Reader-compatible cards are already available, the website has a wide variety of areas to visit for all the latest news and strategies.



You'll find a full list of the NES games that are currently available on e-Reader cards, along with lots of screen shots that show off what you'll see on your GBA after scanning the cards.

WANT TO CHAT WITH THE PRO PLAYERS AT NINTENDO POWER? VISIT NINTENDO.COM AND JUMP INTO THE SUBSCRIBER-ONLY CHAT!

IMAGINE



What wonders await you? What challenges will you face?



Nintendo storms E3 with a remarkable lineup of games for Nintendo GameCube and Game Boy Advance!

The Future of Gaming

The yearly Electronic Entertainment Expo (E3) held in Los Angeles brought a windfall of great game news for Nintendo GameCube and Game Boy Advance players. There were the expected heavy hitters, such as Soul Calibur II and Final Fantasy: Crystal Chronicles; and there were wonderful surprises, including *Star Wars* Rogue Squadron III: Rebel Strike, The Legend of Zelda: Four Swords (for GCN) and Pokémon Colosseum. In the next 10 pages, we've packed in dozens of new GCN titles (labeled in blue) and GBA titles (labeled in red). You'll see innovative games, games that explore the connections between GCN and GBA, games that cross boundaries and games that define genres. So revel in the brilliant future of gaming Nintendo-style. All the titles shown are coming your way in the months ahead.

SOUL CALIBUR II







Namco's Soul Calibur II is a monumental achievement in sophistication. The graphics, play control, challenge and sound combine to create a spectacular fighting experience. Link, the hero of Hyrule, appears exclusivley in the Nintendo GameCube version of Soul Calibur II, which should render it the version of choice for gamers. Link slashes and parries with his sword, hurls bombs, fires arrows and throws boomerangs. He's Link like you've never seen him before. You'll battle it out in seven modes with more than 20 fighters and 200 weapons and items. SC II is the most impressive fighter in years, and the best way to play is on your Nintendo GameCube. The fun begins this August.



Link appears only in the GCN version of Soul Calibur II!

MARIO KART: DOUBLE DASH!!

The Mario Kart experience is more about interaction than speed. Mario Kart: Double Dash!!, coming this fall, features two-player teams—one player drives the kart while the other uses items to hinder opponents and help his own team's cause. Favorite characters from the Mushroom Kingdom and elsewhere can use special items. We'll have details on the game's radical local network mode soon.

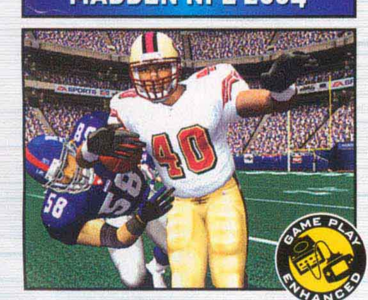








MADDEN NFL 2004



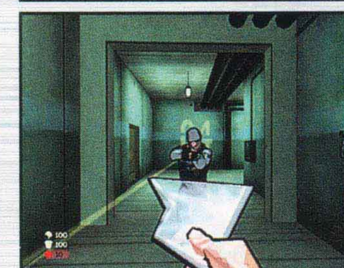
The best-selling football sim series has special connective features for linked GCN-GBA play.

P.N. 03



Capcom's acrobatic shooter will have you dodging danger on alien worlds with heroine Vanessa.

XIII



Assassination, amnesia and really cool cel-shaded graphics come together in Ubi Soft's FPS thriller.

MARIO AND LUIGI



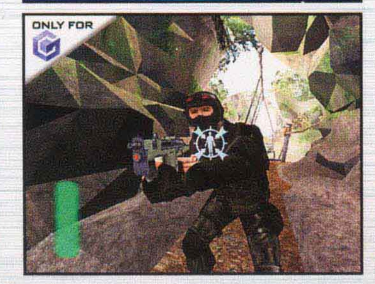
Mario and Luigi face an exciting adventure beyond the Mushroom Kingdom in a combo of traditional RPG and platform action.

MEDAL OF HONOR: RISING SUN



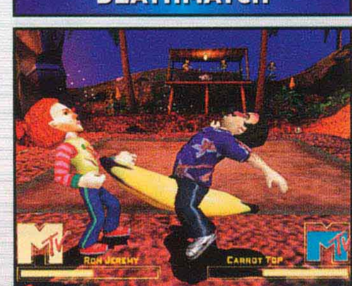
From Pearl Harbor to Guadalcanal, you'll fight in the Pacific in 1941.

GEIST



You're a ghost on a mission, possessing people, using their weapons and slipping invisibly through cracks.

MTV'S CELEBRITY DEATHMATCH



Gotham Games has 15 claymation celebs battling on the GCN.

BEYOND GOOD & EVIL



The creator of Rayman pushes the limits of gaming with a sci-fi adventure with an epic story.

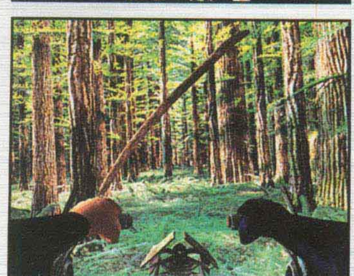
CONNECT

You're never alone in the universe of games. Hold out your hand.



STAR WARS ROGUE SQUADRON III: REBEL STRIKE















In a galaxy far, far away, Luke Skywalker and Wedge Antilles face perilous choices as they fight the Empire and the Dark Side. Closer to home, LucasArts has concocted the most impressive *Star Wars* game to date, and only Nintendo GameCube owners will get to play it. Rebel Strike has two main story modes. As Wedge, you'll fly many dangerous combat missions, and as Luke, you'll spend more time on foot battling Vader's minions. The game includes special bonus levels that recreate scenes from the first three *Star Wars* movies. Several multiplayer modes round out the packed game, including a cooperative two-player mode that covers all of the missions in *Star Wars* Rogue Squadron II: Rogue Leader. The graphics, sound and variety in the game are stellar.

LOONEY TUNES

Bugs and Daffy are searching for the Blue Monkey Diamond in EA's single-player platformer. The wacky ride is based on an upcoming movie.

KIRBY AIR RIDE



Kirby slides around corners and inhales enemies to gain their powers in a GCN racer that's in the pink.

ENTER THE MATRIX



From the silver screen to the GCN, the *Matrix* franchise is filled with intense, futuristic action. It's an astounding mix of cinema and game.

FINAL FANTASY TACTICS ADVANCE



Final Fantasy makes a triumphant return to Nintendo with a stunning tactical RPG for Game Boy Advance.

SWORD OF MANA



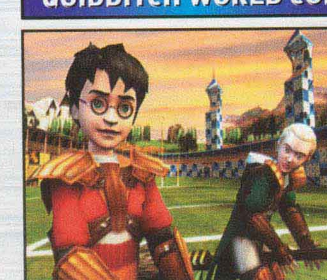
A new gem from Square Enix is headed to GBA. The action-RPG sets you on a quest to save the Mana Tree in a prequel to the Mana series.

KILLER 7



Harlan Smith is an assassin who is bound to a wheelchair, but his six alter egos can wreak havoc.

HARRY POTTER: QUIDDITCH WORLD CUP



Play the magical sport of wizards—Quidditch—and go to the World Cup.

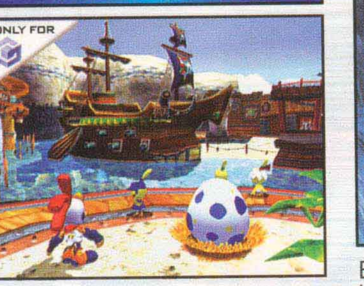
EXTREME FORCE: GRANT CITY ANTI-CRIME

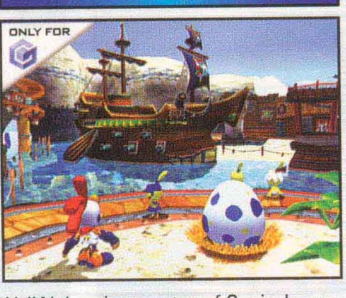
Namco takes to the streets in a gritty action-shooter featuring stealth moves and run-and-gun combat.

I-NINJA

A Namco action-fest is blasting onto GCN. I-Ninja features amazing moves, cool weapons and five funky worlds.

BILLY HATCHER AND THE GIANT EGG

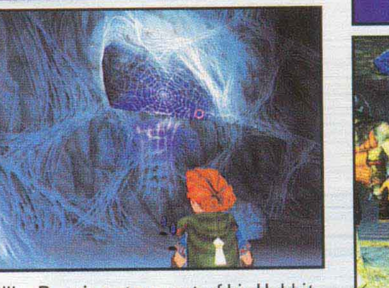




Yuji Naka, the creator of Sonic, has a whopping new adventure for GCN.

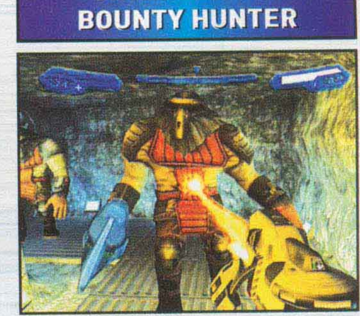
THE HOBBIT





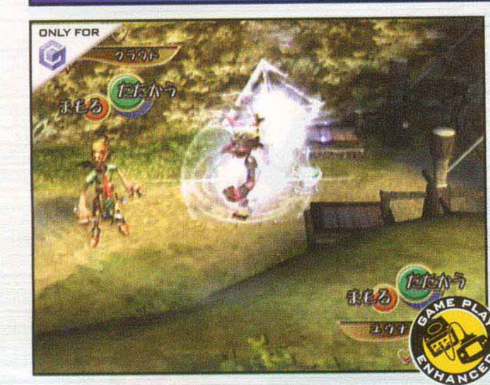
Bilbo Baggins steps out of his Hobbit hole and into the GCN. Sierra brings the classic story to life.

MACE GRIFFIN BOUNTY HUNTER



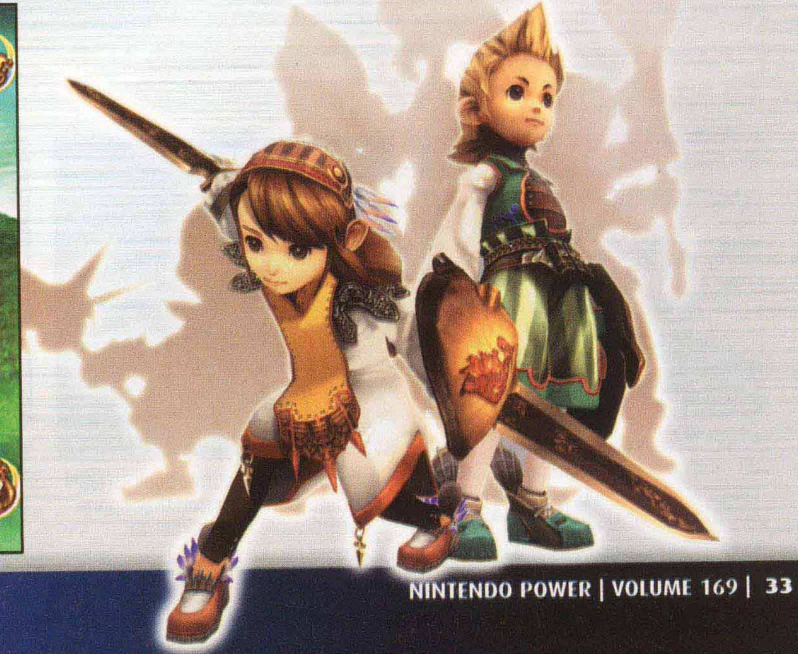
Vivendi Universal's Mace Griffin has action and vengeance to spare!

FINAL FANTASY: CRYSTAL CHRONICLES





Published by Nintendo and created by Square Enix and The Game Designer's Studio, Final Fantasy: Crystal Chronicles transports you to a magical world that is beset by terrible plagues and sustained by a blessed crystal. It is bound to be one of the best single-player RPGs ever, but the game also heralds a new era in connectivity. Up to four players can connect their GBAs to the Nintendo GameCube and join the Crystal Caravan, assuming the roles of party members in the game. The GBA becomes your private window on the game world, revealing things to you that nobody else can see. You'll have to share that information with the other players to coordinate your activities. Any way you play it, Final Fantasy: Crystal Chronicles is sure to be one of the most entertaining and exciting gaming events of the year. The quest begins this fall.



ACHIEVE

What is the best you've ever done? That's just the beginning.



POKéMON COLOSSEUM



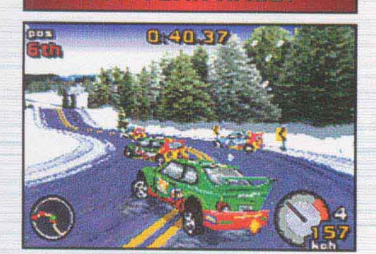





Pokémon takes to Nintendo GameCube like a Golduck takes to water. Like the two Pokémon Stadium games for N64, Pokémon Colosseum gives Trainers a chance to test their Pokémon against those of other Trainers. In Colosseum, you'll import your favorite Pokémon from Pokémon Ruby and Sapphire Versions for GBA and see them appear in amazing 3-D. You can enter tournaments, two-on-two battles and even a four-player multibattle! The graphics are superior to those of any previous Pokémon game, and the Colosseum battles are just the beginning of the fun.



TOP GEAR RALLY



Kemco's realistic 3-D racer features 80 thrilling courses to master. Cool cars and upgradeable parts make for one of the best racers on GBA.

SPAWN



Namco brings the comic book to GCN with third-person action that spans 30 destructible environments.

POKéMON PINBALL



Collect hordes of Ruby-Version and Sapphire-Version Pokémon while playing a brilliant pinball game.

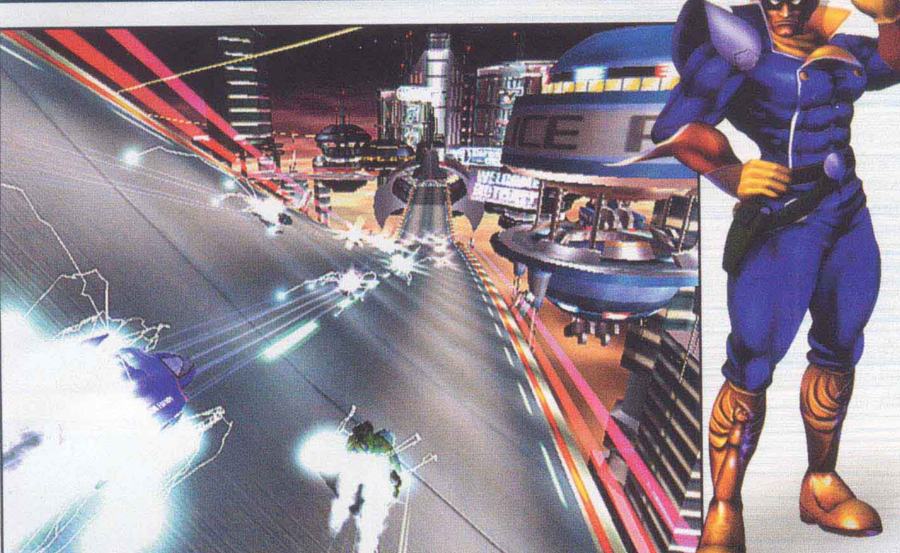
MARIO GOLF: TOADSTOOL TOUR



Tee off with Mario and pals on courses filled with hazards and fun.

F-ZERO GX

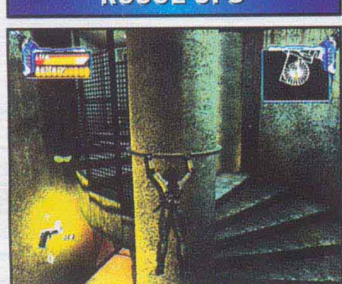




Captain Falcon, Samurai Goroh and dozens of other pilots will tackle treacherous futuristic courses at unbelievable speeds starting this August. Nintendo and Sega have teamed up to bring racing fans an unprecedented one-two punch. F-Zero AX will appear only in arcades, and F-Zero GX will be exclusive to Nintendo GameCube. Using your GCN Memory Card in the arcade game, you'll be able to transfer new pilots or machine parts to your GCN game. You can even race custom-built vehicles from home on the arcade machines! No game has ever crossed the boundaries between home and arcade play like F-Zero GX/AX.

The action on the track is vintage F-Zero. Pilots face hazards, aggressive opponents and gravity-defying jumps while earning boosts. The stunning graphics portray familiar locations, such as Mute City, in amazing detail—but you won't have much time to gawk as you dodge, spin, slide and swerve through the most intense racing experience in the galaxy.

ROGUE OPS



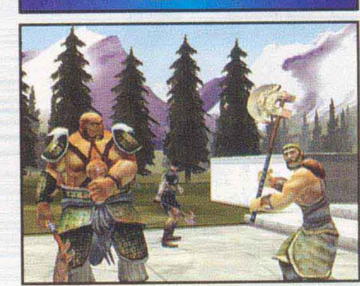
Stealthy moves and cool gadgets highlight Kemco's stylish game of undercover intrigue.

1080°: AVALANCHE



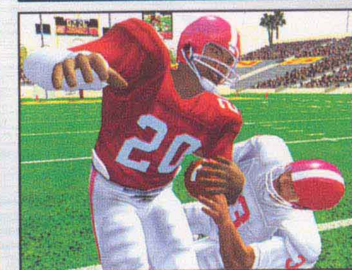
Nintendo brings a double-black-diamond snowboarder to GCN. It's full of danger, difficulties and crazy stunts.

GLADIUS



LucasArts's tactical RPG takes you to ancient Rome. You'll train gladiators and enter the arena yourself.

NCAA FOOTBALL 2004



Classic college teams and tons of collegiate atmosphere fill the stadium in EA's pigskin powerhouse.

ONIMUSHA TACTICS



In ancient Japan, a young warrior named Onimaru sets out to defeat the evil Nobunaga. Capcom enters the world of strategy games with a brilliant offering on GBA.

TALES OF SYMPHONIA



Real-time 3-D battles and customizable characters are two reasons RPG fans are itching for Tales.

THE LORD OF THE RINGS: RETURN OF THE KING



The action-adventure takes gamers through Minas Tirith and the gates of Mordor using multiple characters.

CRASH NITRO KART



Vivendi Universal takes you on a Crash course of kart-racing mayhem for up to eight players on GCN.

EXPLORE

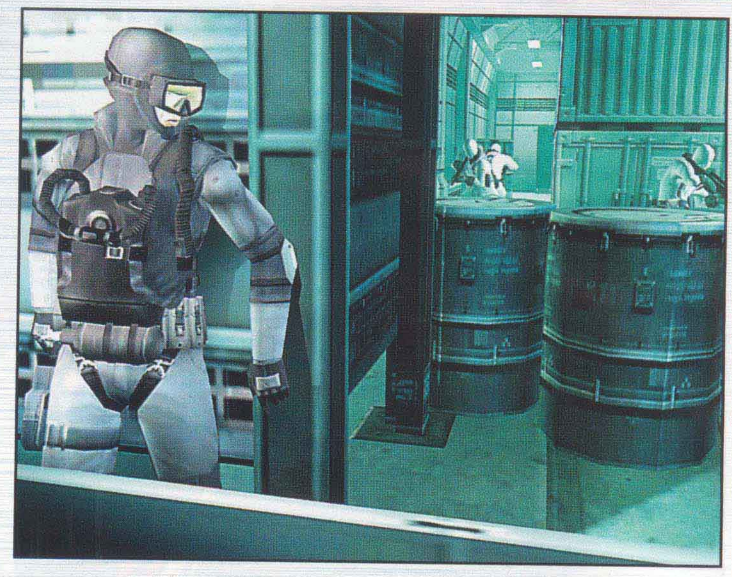
Every game offers worlds of possibilities. Where will you go?



METAL GEAR SOLID: THE TWIN SNAKES







Solid Snake is coming to Nintendo GameCube this year in Metal Gear Solid: The Twin Snakes from Konami. The stealth adventure combines the story of the original Metal Gear Solid with the game play and advanced graphics of Metal Gear Solid 2: Sons of Liberty. The impressive development team includes Konami (led by Metal Gear Solid's creator, Hideo Kojima), Nintendo and Silicon Knights. It will play exclusively on GCN.





TAK AND THE POWER OF JUJU



THQ's original platformer for both GCN and GBA takes place in a lush, tropical world filled with animals and surprises. It's charming and funny.

GOTCHA FORCE



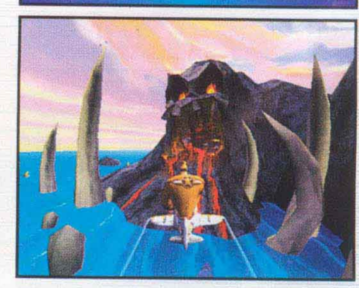
Create the perfect team to combat enemies in Capcom's 3-D action-shooter. Up to four players can join the fun and battle with 100 humanoids, robots and monsters.

MARIO PARTY 5



Mario and his friends are trying to restore peace to Dream World. Their trek spans board games, more than 60 all-new minigames and both multi-player and single-player modes.

FREAKY FLYERS



Race planes, dogfight and explore the weird skies of Midway's Freaky Flyers. You'll find solo and multiplayer adventure in the vast, two-disc game.

HARVEST MOON: A WONDERFUL LIFE

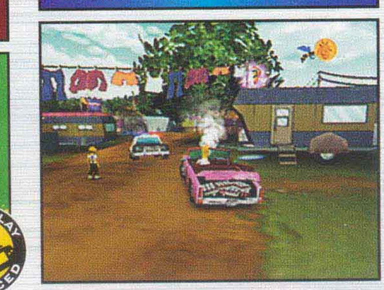


The first Harvest Moon game for Nintendo GameCube follows an entire lifetime down on the farm.

HARVEST MOON: FRIENDS OF MINERAL TOWN

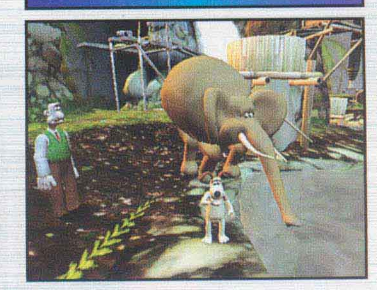
A new HM adventure is coming to GBA, and it has plenty of connective features with the GCN Harvest Moon.

THE SIMPSONS: HIT & RUN



The Simpsons are taking to the streets of Springfield with a mixed driving and on-foot adventure.

WALLACE & GROMIT IN PROJECT ZOO



Expect lots of adventure and cheese in BAM!'s GCN adventure. Wally and Grommy frolic in 24 missions.

ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION



Kid Muscle has come down to earth, hoping to gain some respect from the d.M.p in the wrestling ring.

RESIDENT EVIL 4



Leon Kennedy infiltrates the Umbrella Corporation in the exclusive new thriller for GCN.

PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION



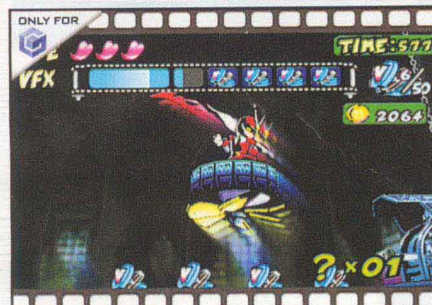
Strategic card-battling comes to the PSO world both online and offline.

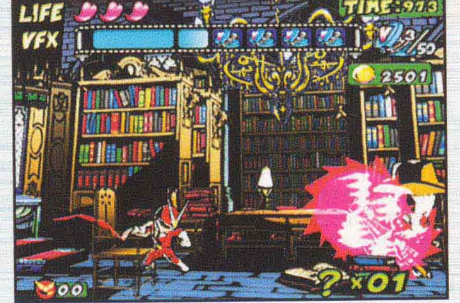
HAMTARO: RAINBOW RESCUE



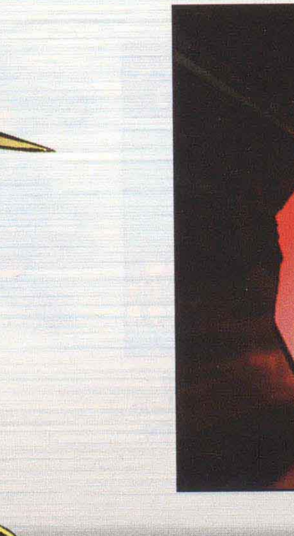
Hamtaro, Bijou and all the Ham-Hams come to the aid of a friend who needs to repair a magic umbrella. You'll discover more than 100 minigames and plenty of clever puzzles.

VIEWTIFUL JOE





Joe is just an average guy, but he may have what it takes to become a superhero. Capcom's Viewtiful Joe—another brilliant GCN exclusive—is a radical departure from standard fighting and platform games. Players switch to different viewpoints to enhance their fighting abilities. You can shift into slow mode—character other than Joe will be moving as if they are in slow motion—or you can launch into hyperspeed mode to dodge enemies. The play is innovative, and so is the graphic style, which you could call cartoon noir. The game even has a sense of humor; it parodies action flicks and fighting games. Viewtiful Joe is coming to Nintendo GameCube this October—it's bound to be another legend of the fall.





EXCITE

All the joys, trials and triumphs will be yours. Can you wait?



PIKMIN 2











Captain Olimar returns to the Pikmin's world to collect a fortune and save his bankrupt company. He has brought an assistant to help him scour the planet for the scattered booty. The two spacemen will command hordes of Pikmin, including new colors of Pikmin with new abilities. The duo will also have to grow new Pikmin, solve puzzles, collect special items and defeat enemies as they attempt to erase their debt of 10,000 pokos. That may sound like a lot of pokos to collect, but there's no time limit in Pikmin 2 as there was in the original GCN hit. Rounding off the game is a wonderful cooperative play mode for two Pikmin masters who want to work together.

FIRE EMBLEM



One of the finest Japanese RPG strategy series is coming to North America this year! Fire Emblem for GBA puts you in control of armies and the destiny of a nation.

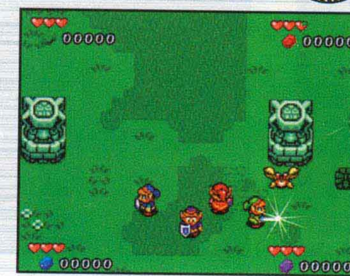
TEENAGE MUTANT NINJA TURTLES



The Turtles are back and ready to face Shredder on the rooftops and in the sewers. Comic-book action comes to life in Konami's GCN game.

THE LEGEND OF ZELDA: FOUR SWORDS







Get set for dungeon exploration and competition in The Legend of Zelda: Four Swords for Nintendo GameCube. Up to four sword-wielding players connect their GBAs to the GCN (no GBA Game Pak is required) and compete for Rupees. If you fall down a hole or step through a door, your character will appear on the GBA. The unique two-screen game play is used to solve puzzles and defeat enemies.

STARCRAFT: GHOST



Explore a new side of the StarCraft world as a Ghost operative in a war-torn corner of the galaxy. It's tactical action in solo missions.

SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3



The best-selling video game of all time is coming to GBA this fall. Mario and Luigi must stop Bowser and the Koopa Kids.

WWE WRESTLEMAINA XIX





The superstars of the WWE are back for an exclusive engagement on Nintendo GameCube. WWE Wrestlemania XIX combines the best wrestling engine with the biggest names in the sport. Real superstar abilities make the action more realistic than ever. You'll find enhanced grappling moves, multiplayer modes, an original single-player story and tons of special features. THQ hasn't been idle since its last WWE game—the graphics are a notch above anything you've seen before, and you can even enact Sweet Revenge in the squared ring. It's all part of the WrestleMania mystique.

THE SUFFERING



Midway dives into survival-horror with a nine-level action game in a maximum-security penitentiary.

BATMAN: RISE OF SIN-TZU



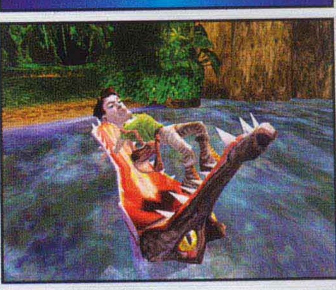
The Caped Crusader returns to GCN. Sidekicks Robin, Nightwing and Batgirl can join in a cooperative mode.

METAL ARMS: GLITCH IN THE SYSTEM



Glitch is a bot—1,000 pounds of armor and weapon-toting scrap metal determined to free the world.

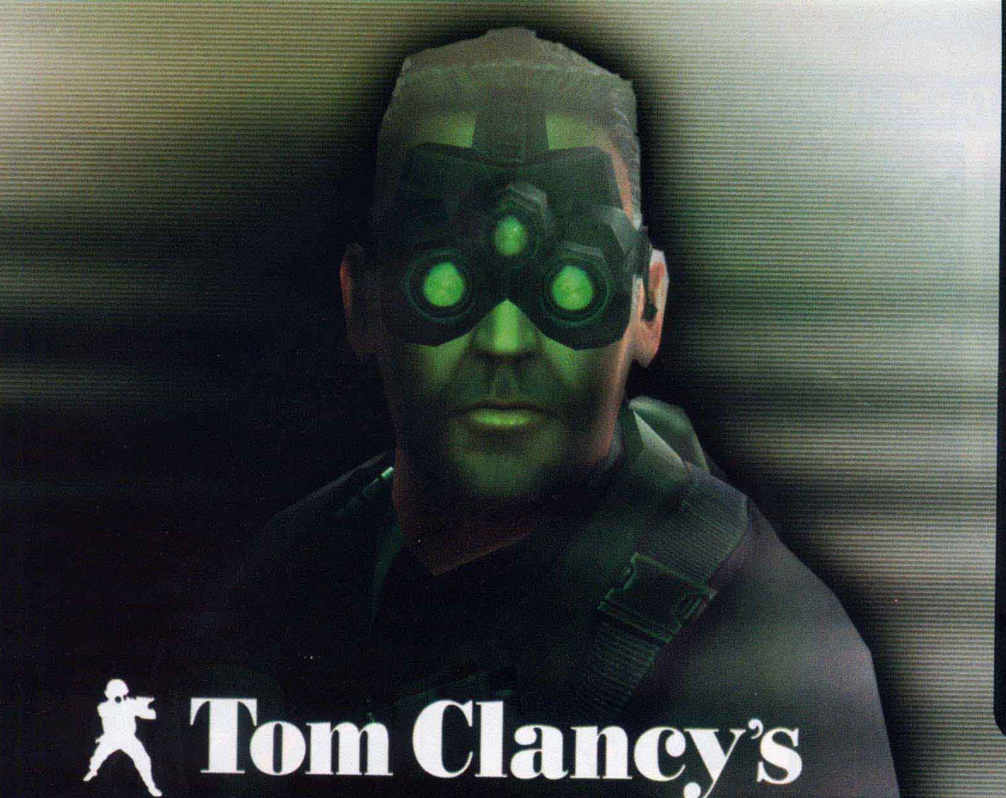
PITFALL HARRY



Activision explores Amazonia with adventurer Pitfall Harry in a GCN action throwback coming this fall.

JUST THE BEGINNING

Dozens of fantastic games are coming to Nintendo GameCube and Game Boy Advance this year. We've given you some of the highlights in our quick survey of E3, but it's just the tip of the iceberg. Be sure to turn to this month's Game Watch column for news of other recently announced titles. Next month we'll bring you the full round-up from the show floor, including interviews with key developers such as Shigeru Miyamoto and Yuji Naka. E3 always means surprises, and we'll report on all of Nintendo's spilled beans next month. Our E3 preview should make one thing very clear: An amazing number of exclusive titles and connective games will be released in 2003. Nintendo's GBA and GCN are the hands-down winners for delivering unique game play, innovation and quality in groundbreaking games such as Final Fantasy: Crystal Chronicles, F-Zero GX and many others. It's going to be a year for the record books.



YOU ARE SILENT. YOU ARE DEADLY. YOU ARE THE FUTURE OF SPECIAL-FORCES OPERATIONS. YOU ARE . . . A SPLINTER CELL.

Tom Clancy's SPLINTER CELL™

SILENCE IS GOLDEN

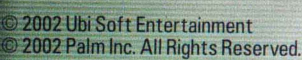
Tom Clancy's Splinter Cell is Ubi Soft's newest spy thriller. You assume the roll of Sam Fisher, a one-man army whose greatest weapons are stealth and secrecy—so don't expect to run around with guns blazing. We've designed an extensive walk-through of the first two levels, including good places to use the GCN-GBA linking feature. Since there are multiple ways to complete each level, we've also provided secret moves for you to try. You'll find them under the "Stealthy Solution" headlines—the tactics are for fearless agents only.

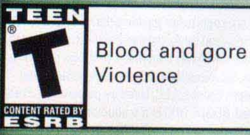




LINK UP!

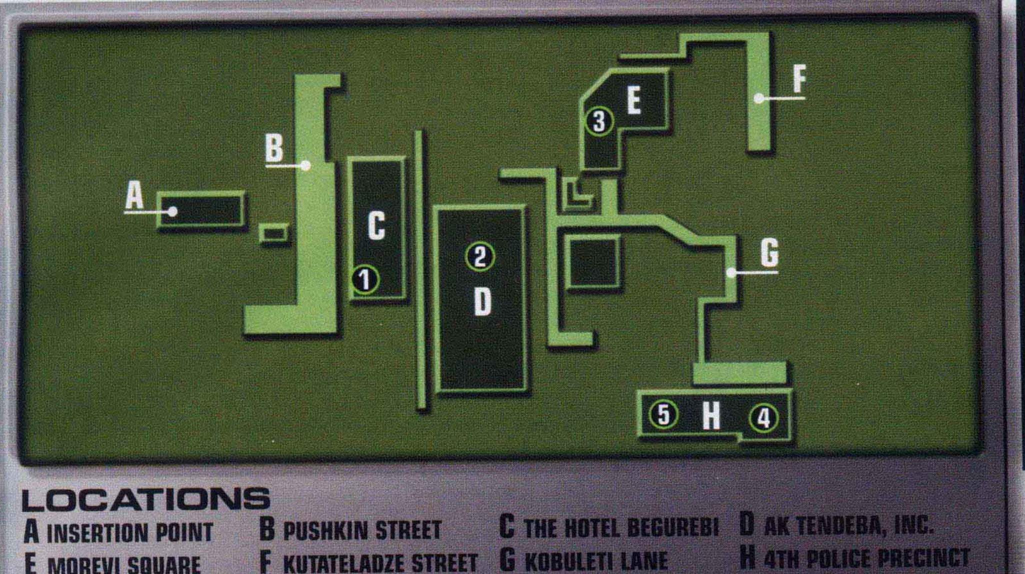
If you link a Game Boy Advance to your Nintendo GameCube, you can use the GBA as a radar device, a Sticky Bomb and more. It also sounds an alarm when enemies are closing in.





10/16/2004 T'BLISI OLD TOWN, T'BILISI, GEORGIA 2101 HOURS

After you complete the tutorial missions, you'll be sent to rescue a pair of missing agents—Alison Madison and Robert Blaustein—in the former Soviet Union. When you begin the mission, press the Start Button to access your data uplink, then read the files and look over the map. Any time you receive new information, it will appear in the Start menu.



OBJECTIVES

1. Rendezvous with local NSA informant Thomas Gurgenidze for information on Blaustein's area of operation.
2. Find the black box hidden in Blaustein's apartment.
3. Find Gurgenidze's dead drop in Morevi Square to figure out how to get into the police precinct.
4. Locate Agent Blaustein in the police precinct.
5. Access the police precinct's security surveillance system.

1 RENDEZVOUS WITH NSA INFORMANT THOMAS GURGENIDZE

TRIP THE TRAP

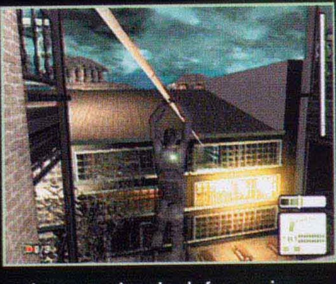




When the mission begins, scamper across the courtyard and climb up a drainpipe to a roof. Walk to the far end of the roof and open a trapdoor, then enter the crawl space and make your way to the other side. If you want to move in total darkness, shoot out the street lamp in the courtyard before climbing the pipe.

INTO THE FIRE





Climb up the pipe at the end of the crawl space, then look for a wire that runs from your current position to the Hotel Begurebi across the street. The hotel is engulfed in flames, but since your informant is inside, you'll have to take your chances. Press the Y Button while standing under the wire to ride it to the hotel.

A FLAMING GOOD TIME

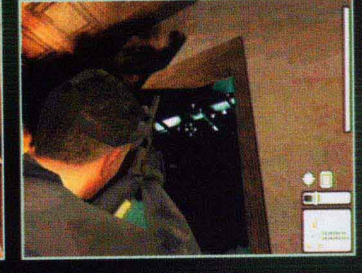




Flames block off most of the hallways, so you'll have to follow the only path available. When you find a staircase, go down one level, turn right and look for a pipe on the ceiling. Jump up to the pipe and follow it over the hole in the floor. Be careful with the fire! If you get too close, you'll burst into flame and have to start the mission over.

SMOKE GETS IN YOUR EYES





After crossing the pipe, go through a door and up a set of stairs, then look for a door on the left. Enter the room and walk to a fallen cabinet to find the informant. Be patient—he's hard to see, and you have to stand in just the right place to trigger his response. After you speak to him, go to the next room and shoot out the skylights to clear the smoke.

2 FIND THE BLACK BOX IN BLAUSTEIN'S APARTMENT

CELL PHONES ARE RUDE!




Exit the hotel and walk down the balcony until you can go no farther, then grab the pipe and pull yourself to the other side. You'll have to wrap your legs around the pipe (with the X Button) to clear the balcony handrail. On the other side, you'll hear a man speaking into a phone. Take him out, then quickly shoot out the two porch lights. When his partner comes through the door, eliminate him from the darkness. The black box is behind a painting at the far end of the apartment.

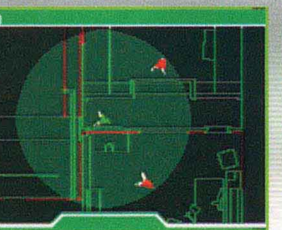
STEALTHY SOLUTION

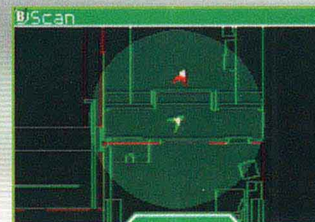
HIDING OUT




If you want to be stealthy, sneak through the bushes on the near side and wait in the darkness behind the door. After a bit, the cell-phone man's partner will appear. After they talk, one man will reenter the apartment while the other walks away. Enter the apartment, down the partner and hide his body in a dark, out-of-the-way corner.

A COMPLEX APARTMENT



One enemy soldier likes to wander around the apartment in a random pattern. Sometimes it can be tough to get the drop on him, but the GBA makes it easy. Use the radar feature to locate the troublesome heavy and take him out before he knows what hit him.

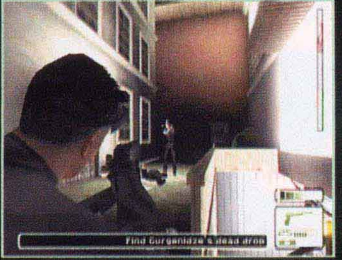
3 FIND GURGENIDZE'S DEAD DROP IN MOREVI SQUARE

LOCK-PICKING 101



Leave the apartment and use a zip line to reach the next building. Climb down the elevator shaft and open a trapdoor, then drop into the next room and use the lock pick on the door. Roll the Control Stick around until the first tumbler jiggles, then wiggle the stick back and forth until it clicks into place. Repeat for the remaining tumblers.

COPS ON THE TAKE




After you pick the lock, look for a pair of crooked cops threatening a civilian, then sneak in close and take them out. Hide the bodies when you're done. Once you've eliminated them, move down the street and look for a small tunnel illuminated with a red light. The dead drop is inside the tunnel. Use the computer to open a gate, then grab a pair of medical kits and some pistol ammunition.

STEALTHY SOLUTION

WEAPONS OF MASS DISTRACTION NP



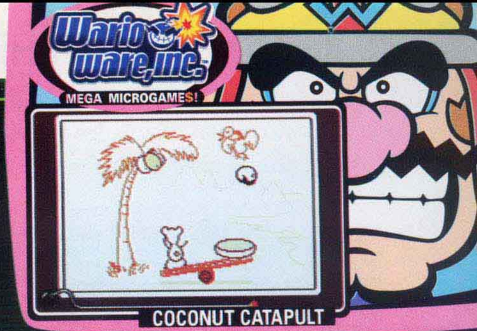

There's a bottle at the top of the stairs that overlooks the policemen. Grab it and sneak downstairs, then hide next to the trash bin and toss the bottle to distract the baddies. When one of the men comes to check out the noise, take him out, then go after his partner. Hide both bodies in the darkness near the trash bin.

BE ALL QUIET-LIKE



When you open the gate, a guard will appear. Wait for him to move past your position, then sneak through the gate. To eliminate any chance of being attacked from behind, take down the guard and hide his body near the tunnel. Also remember to shoot out lights whenever possible—the darkness is your friend.

4 LOCATE AGENT BLAUSTEIN



SNEAK OR SHOOT—THE CHOICE IS YOURS




It's possible to move down the street and sneak past guards without being seen, but you can also use force if you like. Don't attack the first man you see—he's a civilian. When you reach the end of the street, climb onto a trash bin, then use a wall-jump to get over the gate.

THE MAN WITH A PLAN





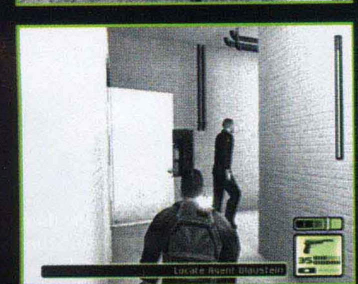
Use the stealth door-opening move (Control Stick Left and A) and the Optical Cable on the first door to make sure the coast is clear, then enter the precinct and make your way through the hallways to the lab. You'll have an easier time of it if you use the GBA to reveal the locations of crooked cops, and if you shoot out the overhead lights.

STEALTHY SOLUTION

TIPTOE THROUGH THE PRECINCT

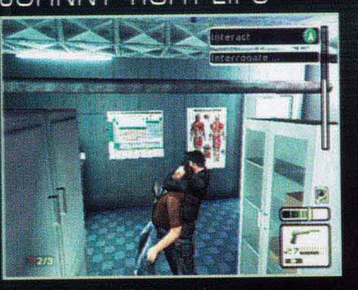


You can make it through the precinct without using your weapon—but it's a challenge. Use the stealth door-opening move until the first guard starts to walk away, then follow him down the hallway.



When the first guard enters a room, wait for the second guard to start moving then follow him and wait for him to enter the lab. Once he does, freeze in place until he turns his back to the windows, then walk to the end of the hallway and wait for him to leave the lab. When he's gone, head into the lab yourself.

JOHNNY TIGHT-LIPS



Once you're in the laboratory, sneak up behind the technician, take him hostage and interrogate him. Once you have all the information you need, knock him out by pressing the L Button.

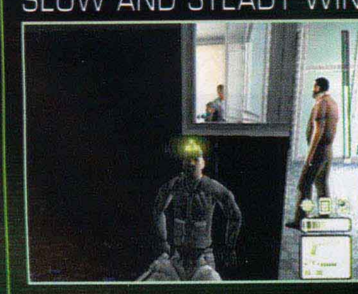
MORTICIAN'S ASSISTANT

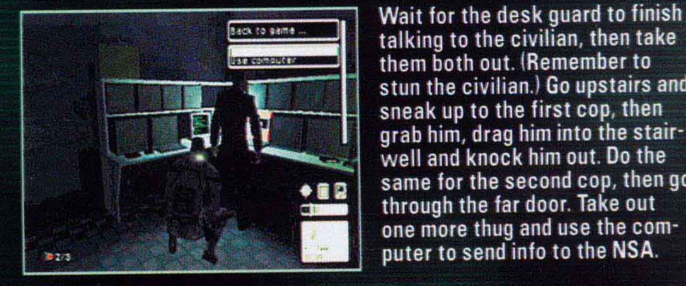


The two missing agents have gone to meet their maker, and their bodies are stored in the morgue. Before you enter, shoot the security camera mounted near the ceiling. Look at the agents and grab a medical kit, then go back out into the hall and take the door that leads to a set of stairs.

5 ACCESS THE PRECINCT SURVEILLANCE SYSTEM

SLOW AND STEADY WINS THE RACE



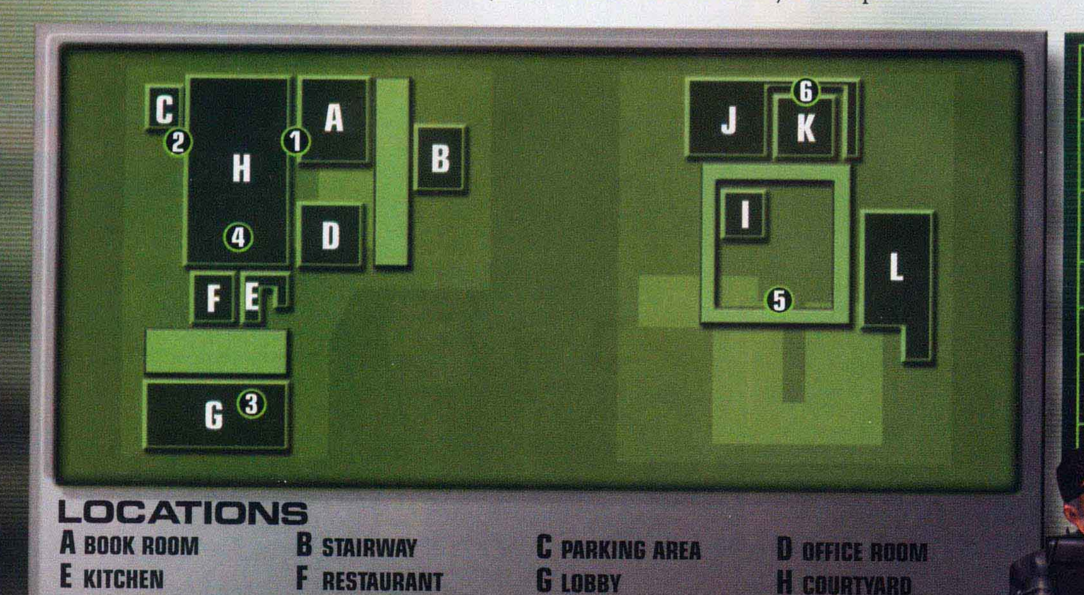


Wait for the desk guard to finish talking to the civilian, then take them both out. (Remember to stun the civilian.) Go upstairs and sneak up to the first cop, then grab him, drag him into the stairwell and knock him out. Do the same for the second cop, then go through the far door. Take out one more thug and use the computer to send info to the NSA.

THE GEORGIAN DEFENSE MINISTRY

2301 HOURS

The assassinated CIA agents were snooping around Georgian president Kombayn Nikoladze—so you must discover his secrets. Infiltrate the Georgian Defense Ministry and learn what was important enough for the president to risk the wrath of the NSA. The ministry is heavily guarded and filled with cameras, so watch your step.



OBJECTIVES

1. Infiltrate the east wing of the Georgian Defense Ministry.
2. Discover Vyacheslav Grinko's whereabouts by interrogating his driver.
3. Disable the laser grid in the courtyard.
4. Record the conversation in the elevator.
5. Infiltrate the north wing of the defense ministry.
6. Access Nikoladze's personal computer.

LOCATIONS

A BOOK ROOM	B STAIRWAY	C PARKING AREA	D OFFICE ROOM
E KITCHEN	F RESTAURANT	G LOBBY	H COURTYARD
I COFFEE ROOM	J ROOF PLATFORM 1	K OFFICE	L ROOF PLATFORM 2

1 INFILTRATE THE DEFENSE MINISTRY

CLIMBING DOWN THE WALLS



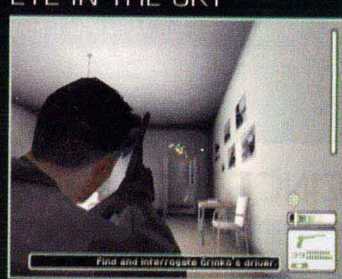

The courtyard is rigged with a laser grid, so you'll have to stay off the ground. Stand next to the vertical pipe on the roof and attach a line, then rappel down the side of the building until you reach an open window. Jump past the window by pressing the Y Button, then press Up to crawl inside.

ASLEEP AT THE POST



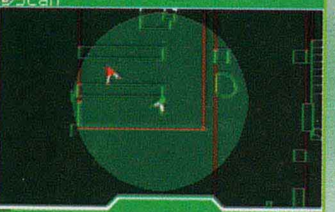
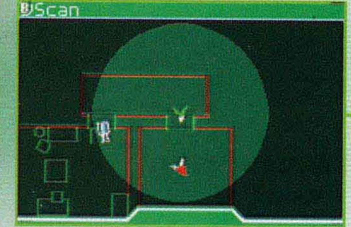
Press yourself against the bookcase and wait for the guard to finish checking the area. When he sits down, sneak up behind him and grab him with the A Button, then drag him to a dark corner and knock him out.

EYE IN THE SKY



There's a camera above the door that leads out of the room. Stand a fair distance away so it doesn't spot you, then blast it with a single shot from your pistol. You can't set off even a single alarm in the mission, so move with extra caution.

LOOK INTO THE CAMERA

The overhead GBA radar tracks camera movement as well as human movement. You can use it in the defense ministry to see when the camera is facing away from you and to avoid being seen while you shoot it out.

2 INTERROGATE GRINKO'S DRIVER

GOING DOWN?




Use the Optical Cable to make sure the coast is clear, then enter the next room. When the guards are at the far end of the hall, enter the stairs through a door on the left. Take the stairs down, shooting cameras on the way. If you go upstairs first, you'll find a medical kit.



GARAGE GUNMAN





Enter the parking garage and take out a camera, then move until you're near a blue car and shoot a second camera. Sneak up on the driver when he relieves himself in a corner, then grab him with the A Button and ask some questions. Make sure that you interrogate him in a dark area—a guard may come around while you're chatting.

3 DISABLE THE COURTYARD LASER GRID

TOO MANY COOKS SPOIL THE BROTH





Go back upstairs and take out the guard in the hall, then climb into a vent in the room at the far end of the hall. Walk through the vent and drop into the freezer, then wait for the cook and the guard to stop talking. When the guard leaves, knock out the cook and put him in the freezer. Exit the kitchen and grab the guard, then stuff him in the freezer, too.

STEALTHY SOLUTION

SPLITTING UP IS EASY TO DO





Grab a bottle from the kitchen and head down toward the main lobby. When you reach a balcony that overlooks the lobby, toss the bottle to cause one of the two lobby guards to approach your position. You'll then be able to dispose of the guard as you see fit.

SHOOTING GUARD



Go downstairs and take out the second guard, then use the computer that has a red screen to turn off the laser grid in the courtyard. As soon as you do, a colonel will come down the stairs. Hide in the shadows behind the main desk to avoid detection.



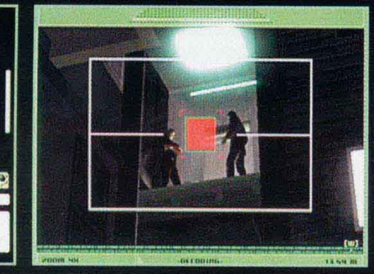
SCAN THIS!



After the colonel sits down at the desk, sneak up to him and grab him with the A Button. Haul him over to the retinal scanner and make his eyes work for you, then knock him out. Pick up the satchel that the colonel drops to gain a medical kit, then go through the newly opened door.

4 RECORD THE CONVERSATION IN THE ELEVATOR

I WANT TO BE LIKE MIC

Blast the camera over the door, then walk through to the courtyard. Use the Laser Mic on the glass elevator to listen in on the conversation, then proceed to the next stage of the mission. (To use the mic, equip it in your active slot then point and shoot as if it were a pistol.)

COLLATERAL DAMAGE




Two guards will appear and begin patrolling the courtyard once the elevator conversation is over. Hide in the bushes and wait for guards to approach, then take them out with the pistol. Hide the bodies in the darkness and climb the latticework at the far corner of the courtyard.

STEALTHY SOLUTION

CREEP THROUGH THE COURTYARD

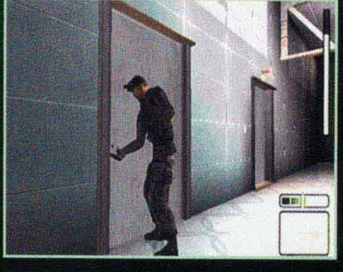




If you want to avoid bloodshed, you can sneak through the courtyard without attacking either guard. Crouch in the dark behind the hedges, and walk softly on the gravel paths that crisscross the area. When you reach the lattice, climb up the far right-hand side so you stay out of the light.

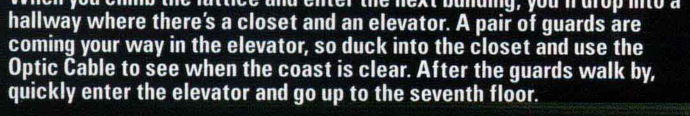
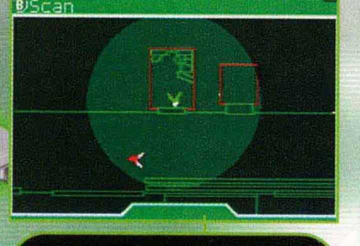
5 INFILTRATE THE NORTH WING OF THE DEFENSE MINISTRY

YOUR HIDEY-HOLE




When you climb the lattice and enter the next building, you'll drop into a hallway where there's a closet and an elevator. A pair of guards are coming your way in the elevator, so duck into the closet and use the Optic Cable to see when the coast is clear. After the guards walk by, quickly enter the elevator and go up to the seventh floor.

SPOT THE GUARDS

The guards in the defense ministry are clever and often double back on their patrol routes. The GBA radar is a huge help.

ELEVATOR ACTION




When the elevator stops, hide behind the soda machine (located to the right, assuming you face the elevator door when it opens). Crouch down and slowly inch around the machine, then shoot out the camera mounted near the ceiling on the far side of the machine.

STEALTHY SOLUTION

VENT YOUR ANGER




Walk to the room left of the elevator and use the lock pick to gain access. Enter the room and turn out the lights, jump into a ceiling vent and follow it to the next area. A guard will check out the room within moments of your arrival, so you must be quick to avoid detection.

6 ACCESS NIKOLADZE'S PERSONAL COMPUTER

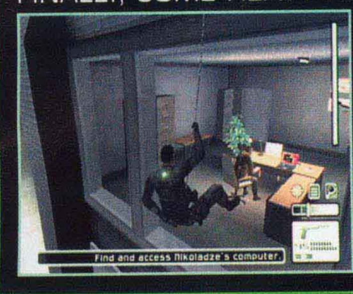


UP ON THE ROOF



When you drop from the vent, shoot a security camera and use the second door in the hallway. Grab a medical kit and some ammo from the supply room, then take the ladder up to the roof and rappel down the wall.

FINALLY, SOME HEAVY ARTILLERY!



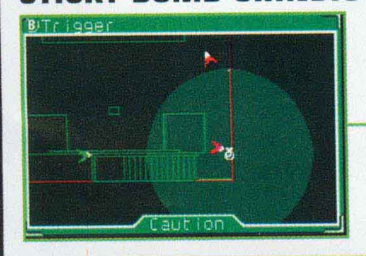


Shoot the guard through the glass, then take a grenade from his satchel and use the computer. Soon, guards will storm the room. Use the grenade to take them out, then head down the hallway and take a set of stairs down, eliminating guards as you go. Slide down a cable in an elevator shaft and meet your partner in the parking garage for extraction.

IS THERE ANYTHING THE GBA CAN'T DO?

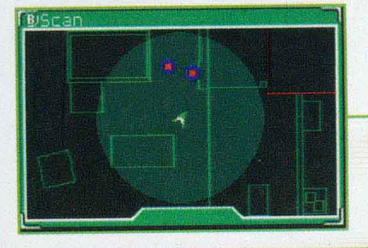
The GBA is more than a radar device. In later levels, you can use it to take control of gun turrets and turn them on your enemies, or to deploy a weapon exclusive to the Nintendo GameCube version of Splinter Cell—the Sticky Bomb. As you advance, your clever enemies will begin deploying land mines. You can use the GBA to spot them and avoid being blown to kingdom come.

STICKY BOMB SHINDIG



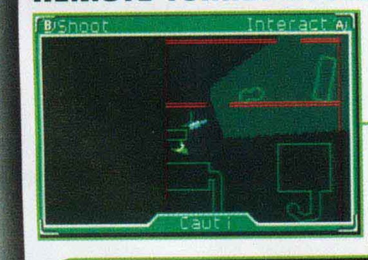

The GBA grants you access to an all-new weapon—the Sticky Bomb. Plant the device on a wall or any other surface you like, then use the GBA to detonate it from a distance.

MINE DETECTION MAYHEM




Later levels will contain hidden land mines that can end your mission in no time flat. If you have a GBA linked up to the GCN, you can see the mines long before they become a threat.

REMOTE TURRET REVELRY




The GBA can also help Sam Fisher with remote gun turrets. If you sneak up behind a turret, you can use the GBA to take control of it and turn it on the baddies. It's very helpful in those dangerous close-combat situations.

THE FISHER KING

Two levels down and many to go. Tom Clancy's Splinter Cell is a fantastic blend of heady action and heart-pounding stealth, and the GBA is a perfect companion to the action. If you want to feel like a real-life spy, try playing the game in a darkened room with a frontlit GBA SP at your side. It's the ultimate in high-tech thrills!

Following the events of the blockbuster Universal Pictures film, troubled scientist Dr. Bruce Banner and his enraged alter ego, The Hulk, battle The Leader - a terrifying villain intent on unleashing a relentless army of gamma creatures on the world.

HULK™

UNLEASH THE FURY







25 fully destructible and interactive environments - if you can see it, you can smash it.



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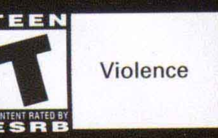
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PlayStation 2



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Mega Man Network Transmission

CAPCOM CELEBRATES MEGA MAN'S 15TH ANNIVERSARY WITH A STUNNING NEW ADVENTURE FOR NINTENDO GAMECUBE!

Begin Transmission

The Blue Bomber's GCN debut combines old-school, side-scrolling action with amazing 3-D visuals and a number of interesting new game play concepts. Read on for the full report.

Mega Man Turns 15

Mega Man has appeared in a whopping 23 games for Nintendo systems since his debut in 1987 (if you include Mega Man Soccer). To commemorate the Blue Bomber's 15th anniversary, Capcom has set up an official website at www.capcom.com/megaman. The publisher also released Mega Man & Bass in March, and plans to release four more new Mega Man games before the end of the year. One of gaming's oldest and most beloved heroes shows no signs of slowing down. Here's to another 15 years!

Six Mega Man games were released for the NES from 1987 through 1994. Mega Man 2 is widely considered to be the best of the bunch.

Mega Man X debuted on the Super NES in 1994, and two sequels on the system followed. In 2001, the Blue Bomber made his first foray into the third dimension with Mega Man 64. Whether those games take place in the same continuity as the original Mega Man series is not entirely clear.

Mega Man Battle Network, released for the Game Boy Advance in the fall of 2001, marked the beginning of a new direction for the series.

Network Troubles

The events in Mega Man Network Transmission take place between those of Mega Man Battle Network 1 and 2 (both for GBA). Following the downfall of the sinister WWW organization, someone has begun distributing a fake vaccine for the Zero Virus. The "vaccine" hacks into Navis (humanoid network navigation programs) and causes them to wreak havoc.

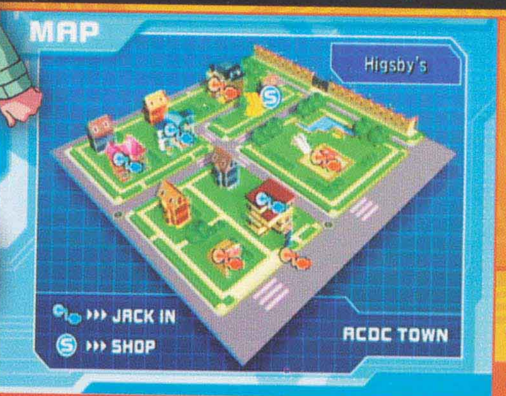
Game Structure

Lan's house serves as a central hub (Mega Man is Lan's Navi). It's where you'll access the town map to jack in to the Internet (see below), check your e-mail, equip Mega Man's power-ups and armor, move Battle Chips to your folder and save your progress. After completing a level, you'll automatically return to Lan's house with Mega Man's HP, MP, Back Ups and Battle Chips fully restored.

New levels open up when you read e-mail from people in need of assistance. You'll also receive periodic updates from Higsby's shop.

Town Map

You can jack in to the Internet (where all of the game's action takes place) from various locations on the town map. Each location leads to a different level. As in most Mega Man games, you can tackle many of the levels in any order, but there's usually an advantage to finishing certain levels first.



There's more to do in ACDC town than jack in to the Net. You can stop by Higsby's to shop for Battle Chips or log on to a Net Battle Simulator to hone your boss-blasting skills.

Jacking In

The levels in MMNT are riddled with dangerous computer viruses and deadly security traps. You'll need the Blue Bomber's trusty Mega Buster, a variety of Battle Chips (see below) and some good old-fashioned jumping prowess to rid the Internet of the electronic threats.

At the beginning of each level, Lan will send you a selection of five Battle Chips from your folder. He'll add any chips that you leave behind to your choices the next time you call up the Battle Chips screen.

Boss Battles

Mega Man games are known for their challenging boss battles, and Network Transmission does not disappoint. Many of your old favorites have returned with a brand-new look, including Quick Man (Mega Man 2), Needle Man (Mega Man 3), Bright Man (Mega Man 4) and the trio of Navis shown below (all from the original Mega Man).

Fire Man is the first boss you'll encounter in MMNT, but he's no pushover. His flamethrower attack spans the entire screen, and he's nearly impervious to everything except water attacks.



Mega Man's rival in the Battle Network universe, Guts Man, goes berserk after Dex administers the fake Zero Virus vaccine. He's pretty slow, but his punches pack a wallop.

Don't let Ice Man's innocent demeanor and diminutive size fool you. The corrupt Navi is every bit as dangerous as his more-intimidating brethren. He's using his icy powers to freeze the town's waterworks, and only Mega Man can stop him.

End Transmission

Mega Man Network Transmission is a welcome return to form for the series. The Battle Chips do a wonderful job of sprucing up the tried-and-true game play, and the game looks gorgeous. Stay tuned next month for our full strategy review.

Battle Chips

Battle Chips are programs that bestow Mega Man with special attacks and abilities. You can equip up to five chips at a time, but Lan selects your choices randomly from your folder (which can hold only 20 chips—the rest are stored in your pack). When the Custom meter at the top of the screen is full, you can call up a new selection of chips by pressing the Z Button. Collecting multiple copies of the same chip will enable you to use that chip multiple times when it's equipped. Here are a few examples of the 137 chips that can be found in the game.

Cannon



The Cannon fires a single projectile forward. It's nothing fancy, but the extra firepower comes in handy when the plain old Mega Buster isn't getting the job done.

Sword

You'll find a wide variety of Sword chips in MMNT. Their ranges are limited, but most of them are quite powerful (and some possess elemental attributes).

Recover



Recover chips replenish your HP. Each chip's name indicates how many HP it will replenish (e.g., Recov30 replenishes 30 HP).

Ratton





Rattons are rat-shaped missiles that crawl along the ground and explode when they run into an enemy or a wall. They're good for hitting hard-to-reach foes.

Burner





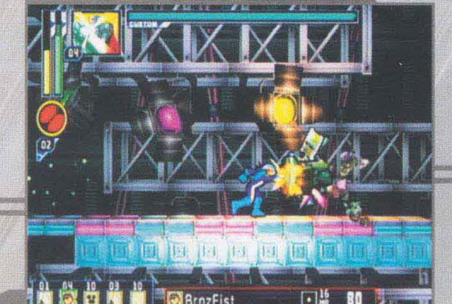
The Burner surrounds Mega Man in flames and inflicts fire damage on any nearby enemies. It's extremely powerful (and costly), but it's useful only on rare occasions.

Roll



Roll, Mega Man's long-time friend dating back to the original NES game, attacks one of the enemies on-screen then replenishes some of your HP.

Bronze Fist



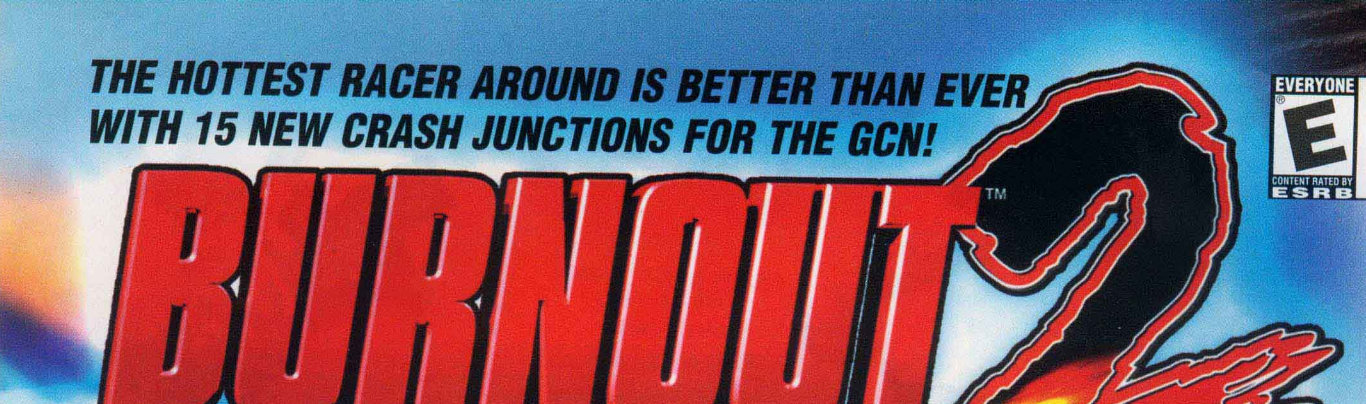
Described as "a mystical fist of power," the Bronze Fist deals massive damage to a foe if you can get close enough to connect. Float like a butterfly, sting like a bee.

Double Jump

Once you obtain the Double Jump, you'll be able to explore areas that you couldn't reach previously. Fortunately, the backtracking is kept to a minimum.


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NETWORK TRANSMISSION
NINTENDO POWER®
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THE HOTTEST RACER AROUND IS BETTER THAN EVER WITH 15 NEW CRASH JUNCTIONS FOR THE GCN!



CRASH AND BURNOUT

Publisher Acclaim's and developer Criterion's new collection of near misses and full-on crashes defines realistic street-racing on the GCN. Burnout 2: Point of Impact is faster, more furious and even more fun than the original game. With the new Crash and Pursuit modes, it's more dangerous, too.







MORE MODES, MORE ROADS

From high-speed highway races to out-of-control urban runs, Burnout 2 features 13 courses in six locations. You can zip through a multicircuit championship, break records in individual races, ace a new driving course, cause massive collisions and participate in police chases. Whoa!

OFFENSIVE DRIVING 101	TIME ATTACK	SINGLE RACE	CHAMPIONSHIP
Before you can do anything else, you've got to learn to burn. If you get gold medals in all six lessons, you'll unlock the student driver car.	It's just you, the road and a load of innocent motorists in Time Attack mode. Fly through traffic on any unlocked course and strive for the best single-lap time.	Take on a field of three competitors on your choice of unlocked courses in Single Race mode—it's great practice for your championship run.	Races are grouped together in circuits for the championship. If you earn a circuit's trophy, you'll unlock individual challenges and another circuit.

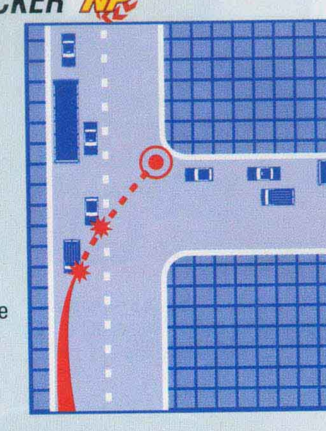
CUSTOM SERIES CHAMPIONSHIP	CRASH	PURSUIT
By winning the championship, you'll unlock a custom-series qualifier—your road to a revised championship series with customized and souped-up cars.	The monetary rewards for crashes in the original game have inspired an all-new Crash mode. The goal is to blaze into traffic and cause the costliest pileup.	By winning the three Pursuits in Championship mode, you will unlock three cars and Pursuit mode. Chase another car and run into it until it breaks down.

RUN INTO THE PACK AND RACK UP A GRAND TOTAL IN CRASH MODE

The Nintendo GameCube version of Burnout 2 has twice as many crash junctions as the PlayStation 2 version, for a total of 30. In advanced junctions, it takes precise stunt-driving to bring in the big bucks. Read and learn as we take you through five of the toughest new challenges. Slam into vehicles and ricochet into every lane.

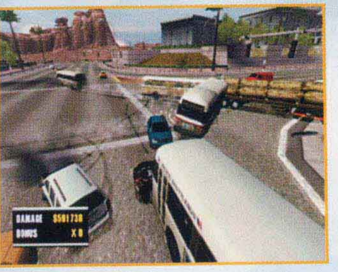
JUNCTION 21: SURF SHOCKER





Swing out into the oncoming lane at the start. Swipe the driver's side of the first car you see and aim for the intersection's far corner. You'll bring traffic to a halt in all directions.

JUNCTION 22: DOWNTOWN DESTRUCTION



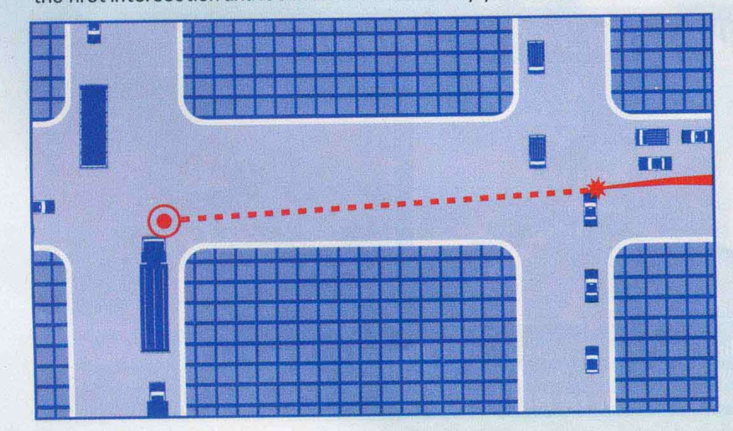
As soon as you round the corner, target the second yellow cab in the oncoming lane. If the cab clears the logging truck, it will careen into the busses and give you a good chance of reaching the $23 million total you need to earn a gold medal.

JUNCTION 26: CROSS TRAFFIC CRASH





You can earn a bronze medal by driving through the first intersection without incident and concentrating on the second one, but if you want the gold, you'll have to cause a sprawling crash. Lightly swipe the front end of a car in the first intersection and let the momentum carry you to the next one.

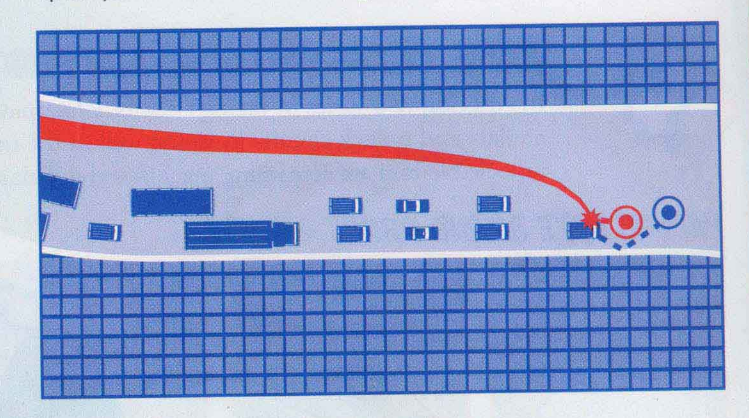


JUNCTION 28: DOUBLE BACK DAMAGE





The Double Back Damage junction will put your racing skills to the test. Use your boost to run out to the front of the pack and slam into the white van that's in the lead. If you don't skid far, all of the vehicles behind you will pile up and you'll achieve the $35 million gold-medal goal.

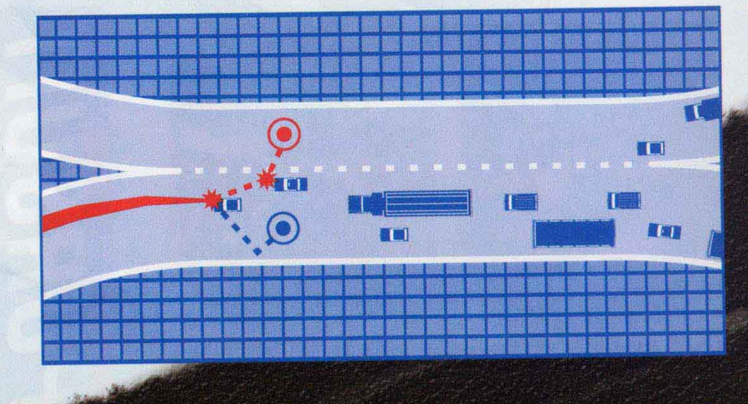


JUNCTION 30: HEAD ON HIGHWAY





After you run through a good stretch of open road, you'll encounter oncoming traffic. Hit the lead car on its passenger-side front corner to cause a collision that will spread out over all lanes.





BUILD YOUR BOOST FOR SPEED TO BURN

The Offensive Driving 101 course will teach you the ways in which you can make your Burn meter reach its limits. When the meter is topped out you'll have the power to boost. Use the Burn meter-building tactics in every race, and when you boost, keep going until you reach Burnout status. The meter will immediately refill to the half-point.

TAUNT THE TRAFFIC





You shouldn't cause crashes in races, but you should get close to the other cars on the course. Your Burn meter will go up a notch for every near miss, and it will grow steadily as you drive in the oncoming lanes. Drive between oncoming lanes on freeways to rack up lots of near misses.

CATCH AIR



Your Burn meter will grow whenever all four wheels are off the ground. Hit the crests of small hills at top speed to fly.

TAP AND DRIFT



Tap your brakes as you cut into a turn and let you car skid to the side. Your Burn meter will grow as you slide.

RACE, CHASE AND DRAG FOR PINK SLIPS IN CHAMPIONSHIP MODE

In addition to a series of racing circuits, Championship mode includes four Face Offs and three Pursuits. You'll earn medals and unlock circuits by doing well in the races. You'll unlock cars by winning the one-on-one challenges. The unlockable cars are screaming machines that belong in any racing fan's garage.

PACIFIC GATE GRAND PRIX







The Pacific Gate Grand Prix eases you into the championship with three easy races in daylight and clear weather. The finale in Palm Bay Heights will challenge you to cross busy intersections, but you should be able to survive them unscathed. You'll get a Burn-meter bonus for every perfect lap.

FACE OFF

FACE OFF WITH A HOT ROD TO EARN A FREE RIDE





Your victory on the first grand prix will earn you the chance to enter the first Face Off—it's a drag race against a hot rod on the Interstate Loop track. The hot rod has amazing acceleration and good control, but you can beat it if you pick a car with superior top speed and if you fill your Burn meter consistently.

THE RUN TO THE SUN



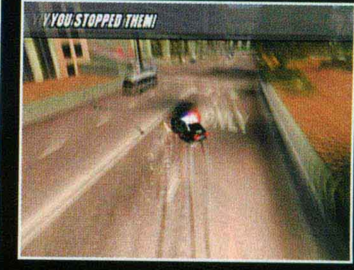


The single-race challenge on the Ocean Sprint course takes you through a city and onto a two-lane coastal highway. The whole race will last less than three minutes. You'll encounter some tight traffic spots on the city streets, but the rest of the race will be a breeze.

PURSUIT

RUN DOWN A PERP TO WIN THE COP CAR





The first Pursuit challenge takes place on a five-mile stretch of highway. You must hit the suspect 10 times before you run out of road. Victory will earn you the cop car for other events.

WINDING ROAD GRAND PRIX









Take the corners tight in the Sunrise Valley Downtown race. If you go wide on right turns, you'll hit traffic in the oncoming lane. As you drive the Interstate Loop, you'll discover that causing near misses is the best way to build your Burn meter. The rainy run through the Airport Terminal 1 & 2 course will test your endurance. Wait for your opponents to wipe out. Palm Bay Marina is long—keep your lap times under two minutes.

FACE OFF

WIN THE OVAL IN THE FACE OFF FOLLOW-UP



The second Face Off race takes place over five laps on the short Airport Terminal 3 course. The oval racer is a very fast car with great control. You may need the cop car to keep up with it. Fly into the oncoming lane on the backstretch of each lap as a shortcut.

THE MIRACLE MILE





The Heartbreak Hills track is the site of the Miracle Mile race. You'll encounter relatively few unwitting motorists on the track, so you'll do well by building your Burn meter in the oncoming lane. Be aggressive against your opponents and run them off the road if you can.

PURSUIT

THE SECOND PURSUIT IS A CLASSIC





The squirrely classic car will be all over the road in the second Pursuit challenge. Build your boost, drive up alongside it and squeeze it against the guardrail to score multiple hits.

TWO (TO FOUR) CAN PLAY THIS GAME

A pair of split-screen multiplayer modes accommodate two players. Up to four players can participate in the Crash mode tournament. The excitement level always rises when more players get into the mix.

SINGLE RACE



Two player-controlled cars and two computer-controlled cars gun for first place on any unlocked track in Single Race mode.

CRASH MODE



Players take turns running into packs of cars in Crash mode. The player who racks up the biggest crash total wins.

PURSUIT MODE



One player pursues and the other is the target in two-player Pursuit mode. You'll unlock it after you complete the Championship pursuits.

THE RACE IS ON! BURN OUT BEFORE YOU FADE AWAY

Up next in Championship mode is the Roller Coaster Grand Prix, a set of five up-and-down races on hilly courses. You've still got two Face Offs and one Pursuit to go as well. Although control is important, there's no substitute for raw speed. Choose cars that offer great acceleration and keep filling up your Burn meter for superfast blasts.

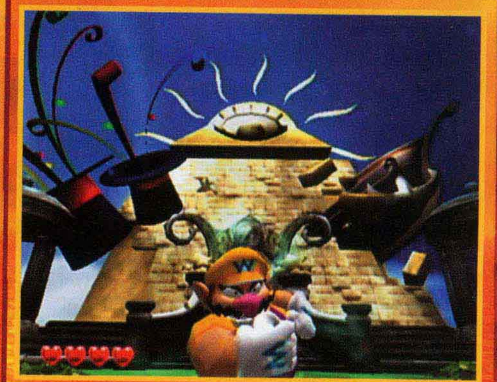


Big castle, good looks, his first GCN game—Wario can feel bullish these days. He's got everything!

He's also gotten himself into a heap of trouble. When Wario adds an evil jewel to his cash stash, the gem turns his castle upside down and transforms his palace of treasure into a world rich with evil. When Wario World hits stores on June 23, you'll be able to help Wario recoup his coinage in his strangest adventure yet.







His Way or the Highway

Wario doesn't pull any punches when it comes to having games done his way. Ever since his debut in Wario Land on the Game Boy, he's had a complete disregard for traditional platforming. His fans across the world wouldn't have it any other way. Wario's first GCN game takes platformers in a wild new direction. Wait until you feast your eyes on the 3-D pyramid in the Pecan Sands level—the eye candy is as delicious as it is dangerous. And as he travels the strangest landscapes on the GCN, Wario packs classic moves and new attacks into his bag of tricks.



Wario World answers a question we've had since Wario's first platformer: How does the plump one jump around so easily? In Wario World, he busts moves that prove that he's a little rubbery around the edges.



Wario's new punching move makes for hilarious mayhem, since he's not the only rubbery being on the block. Most enemies are elastic, so Wario's rubbery rumbles can get out of control in a hurry, especially since foes often flood in from all sides.





If Wario's obnoxious behavior doesn't clear a room, his Dash attack will. He can use his classic move to smash through enemies or blocks. For extra impact, Wario can deliver a Corkscrew Conk at the end of a Dash attack.





After he leaps into the air, Wario can execute a Ground Pound—his massive purple-panted smackdown. Anything unfortunate enough to be at the epicenter of his keister attack will feel the pain—living or not.



Wario's always got to do things his own way—and that usually means bizarrely. Though Wario can run to collect coins, he can let loose with his new Hyper Suction to draw them to him instead. At full power, his maw opens extra wide—great for those hard-to-clean spills.



KOs Are Key to Wario's Success

Wario kicks serious butt with his basic moves, and he can deliver a barrage of even fiercer attacks after he picks up knocked-out enemies. You won't get far in Wario World if you don't take off the gloves and get brutal with your prey. Attacks using KO'd foes not only clear crowds more quickly and topple more titanic enemies, they're also vital to breaking through obstacles.



You'll know when an enemy is ripe for the picking-up when it falls and rubber duckies circle its head.



Using a KO'd creature, you can deliver the seismic Piledriver, which creates a powerful explosion.



You can also reel back with a KO'd foe and charge up a Mega Toss—useful for hitting distant targets.



Knocked-out critters are great for doing the Wild Swing-Ding, which powers the Swirly Slabs.

Wealth Beyond Reason

Most of Wario's treasure has become enemies in the weird lands he'll explore, though some items have merely been hidden. You'll need to search and destroy to get his hoard back, plus rescue pixieish Spritelings—they'll help you rebuild your castle.





The eight unique treasures in each area are well protected. You'll need to smash a colored button to reveal a treasure chest on a corresponding pad, then find the distant pad—sometimes before a timer runs out.



In every area, you'll collect Red Diamonds, eight unique treasures and each piece of a gold Wario statue. In addition, you'll want to free five Spritelings from their cages.





To reach an area's boss, you must collect lots of Red Diamonds, which you'll feed to the Stone Doohickey that covers the boss portal. Red Diamonds are all hidden in expansive sublevels with wildly varying challenges.

Unbelievable Boss Posse

Wario World supersizes one of the most hilarious things about the Wario Land series—its bizarre bosses—by strewing them all over the place. In addition to miniboss creatures, two bosses and one megaboss lord over each of the major areas.



Each one of the major areas is divided into two huge levels. Your rampage through Spooktastic World, for instance, will begin in the eerie Horror Manor.



If you collect enough Red Diamonds to unlock the Stone Doohickey at the end of the level, you'll be able to face the level boss. Brawl Doll will block your passage beyond Horror Manor.



Every major area has a second level. Though Wonky Circus is a totally different spin on the Spooktastic World theme, you'll still need to collect Red Diamonds to meet its boss.

The second area's boss is usually even tougher than the first level's, demanding a totally different approach to defeating it. You'll eventually need to exploit the full range of Wario's moves.



After you've defeated the first two bosses within a major area, you can trot directly into the lair of the area's megaboss. Three bosses in one area—and each one is more bizarre than the last.

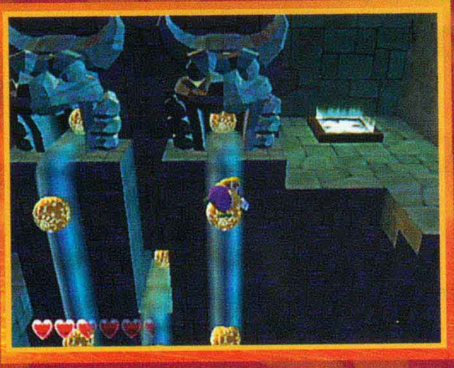
Off-the-Wall Platformer

Wario World's offbeat creatures and strange challenges will keep you on your toes—and laughing your purple pants off—from beginning to end, just like all great Wario platformers. Wario's GCN treasure hunt has the richest surprises yet.

Wario ware,inc. MEGA MICROGAMES!
HOT DOG HOG



You won't always be able to see Wario through a wall that blocks your sight. You'll need to jump often to see where he's walking.



In Pecan Sands you'll negotiate a gigantic pyramid as you make your way to the top, bounding up Glue Globes to gain altitude.

Wario-hungry hawks, landlubber manta rays and trees that bear lethal fruit all coexist in the unpredictable Beanstalk Way ecosystem.



In most levels, you'll need to defeat a miniboss to proceed past a certain point—each one requires a creative strategy.



Our award for the strangest creature in Wario World goes to the Stone Cold Statue, which has more noses than a Picasso figure!

Have a Connective Day!

Wario's upcoming Game Boy Advance game—Wario Ware, Inc.: Mega Microgame$—is so hilarious that he counts it among his greatest possessions. Every time you complete a certain objective in Wario World, you'll unlock one of eight demos of Wario Ware, Inc. that you can download to your GBA using the Nintendo GameCube Game Boy Advance Cable. They're highly satisfying snippets of the gut-busting Wario game for GBA.





When you unlock a demo, an icon showing one of the developers from Wario Ware, Inc.: Mega Microgames will appear. Punch the developer's face to download a game demo to your GBA.

Midas Touch

Whatever Wario touches seems to turn to gold—too bad he never holds on to his gold for long. The groundbreaking Wario World is destined to be a prized piece in your personal treasure trove. Next month, we'll take a deeper look at the game's brilliant mysteries. You won't believe your eyes.





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Project Resources Code View Help

FUNDAMENTALS

CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN



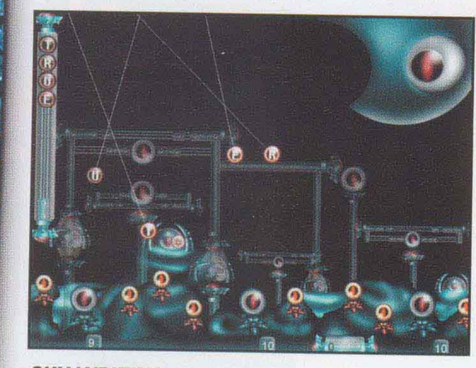
Program Progress

Misspell Command

When Words Attack

In DigiPen's Letter Attack, you must spell words quickly or cities will explode. The latest Project FUN Game Factory project is a variation of Missile Command, but it's not alien explosives that are endangering your territory—it's letters. If you spell words by destroying the letters in the correct order, you'll both save your cities and earn bonus points.

Letter Attack uses strings and characters to a greater degree than the other Project FUN Game Factory games do, and it's the first project to read information from a text file.



SKY WRITING
Letters fall from space. You must use missiles to destroy them or they will level your cities and bases.

Project Sessions

The steps for creating previous Game Factory projects have been divided into Beginner, Advanced and Expert sessions. Letter Attack's steps are all assembled in one set of sessions.

You'll start by establishing the background, bases and cities then add the bombs, targets and mechanics for shooting bombs. Next you'll add two animation sets for each of the alphabet's 26 letters and develop code that builds words from a text file. You can put any words that you want to in the text file, as long as the words don't exceed 10 characters each.

As you follow the final steps, you'll implement the scoring system, establish game-over conditions and add sound effects.

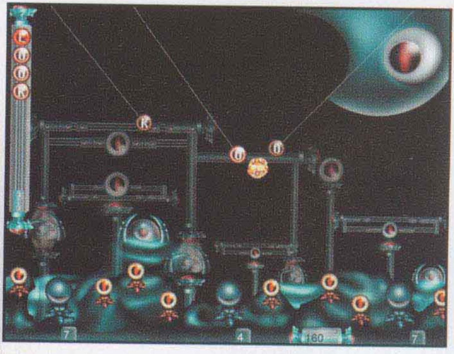
Letter Attack Advice

One of the great rewards for finishing a Project FUN game is that you get to play it. Letter Attack is a fast-paced game that is easy to learn, but nerve racking when the words are long and you're short on missiles.

Remember that you must save your bases at all costs. If the letters are getting dangerously close to the bottom of the screen, target the ones that are closest to your bases, even if you have to shoot them out of order. If you lose a base, it'll be much more difficult to defend the cities in the base's part of the playing field.

Even if all of your bases are safe, your missile supply can get low after you've spelled a couple of words. In the interest of conserving missiles, look for opportunities to destroy two or more letters with a single missile. You may not get the 10-point bonuses for blasting the letters in the right order, but you'll have a better chance of outlasting the letter barrage.

PROTECT YOUR POWER
You can't fire missiles if you don't have bases. Make it your priority to keep your bases intact.



DOUBLE UP
Look for converging letters and destroy them with a single missile blast.

FUN Facts

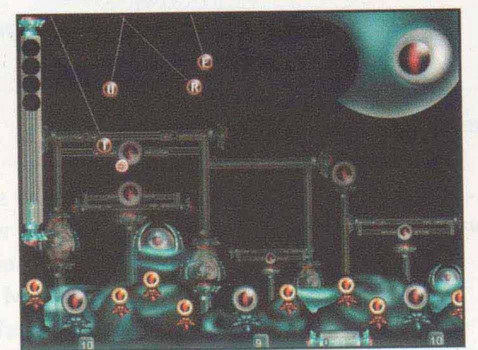
www.projectfun.digipen.edu

- The DigiPen Institute of Technology's Project FUN is an online club that gives members opportunities to create video games on personal computers.
- Nintendo Power subscribers can join Project FUN at a rate of $15 U.S. for an entire year. Details are available at DigiPen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with hints and ideas for additional fun features.

Bells & Whistles

Scramble and Save

Our bells and whistles cover two projects this month: Letter Attack and last month's Alien Rescue. The main Letter Attack addition turns the game into a word scramble. As letters fall, you must fire on them in the correct order to display the word. The other add-on awards points for saved bases. The Alien Rescue additions give you a way to collect more bombs and change the bombs' behavior so they move with the UFO as they drop.



JUMBLE TUMBLE
As letters fall, you must figure out what the word is, then fire on them in the right order.



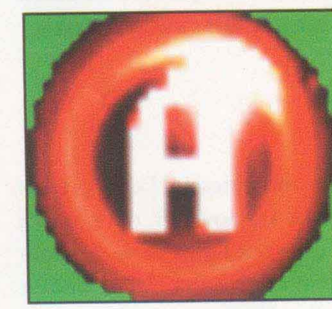
BOMB BONANZA
Land on a new spot in Alien Rescue for an explosives reload.

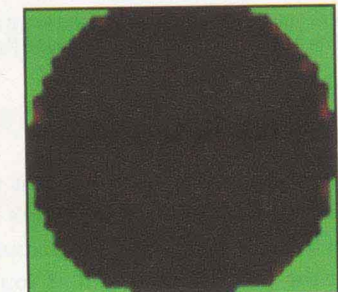
Spelling in the Dark

You can add a dash of mystery to the Letter Attack game by making the spaces on the word pipe blank. If the player hits the letters in the correct order, they'll appear in the pipe. The next letter that the player should shoot flashes when the cursor touches it.

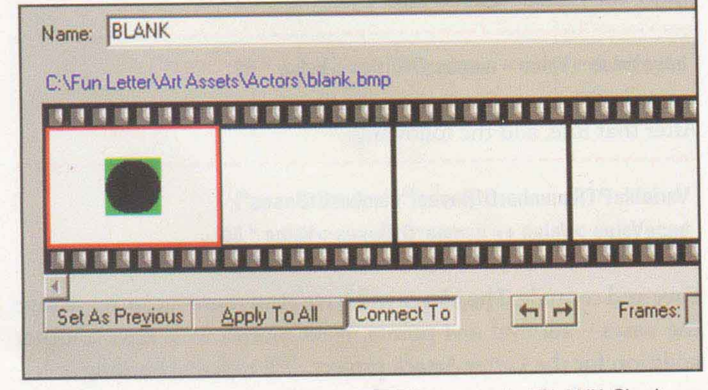
Step 1—Add an Animation Set

You'll need a new piece of art that depicts a blank space in the word pipe. In your default paint program, open one of the BMP files that shows a letter and replace the letter with a black circle. Save the file as blank.bmp. Then add a new animation set under the actor LETTERS and call it BLANK. Add a frame using the new BMP file.





Open any of the 52 BMPs that shows a letter and replace the letter with a black circle. Save the file as blank.bmp.



Add a new animation set under the LETTERS actor called BLANK. Give it a single animation frame using blank.bmp.

Step 2—Modify the GetWord Function

Open the GetWord function under the My Functions node in the project tree. Find the while loop in the functions code and replace the following line:

```
character->Animation(anim);
```

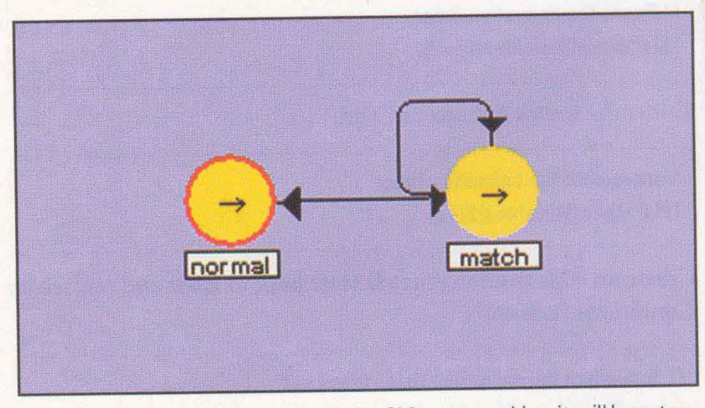
with:

```
character->Animation(LETTERS_BLANK);
```

After you save, compile and run the game, you'll see that the word pipe is filled with the appropriate number of blank spaces for the current word.

Step 3—Add a State Machine

Since the word pipe will be filled with blank spaces, there will be no clear indication as to what the word is. You can remedy the situation by making the falling letters stay solid unless the cursor is touching them, in which case they will flash. The best way to implement the feature is by way of a state machine. Add a state machine called LtrMatchSM (used by sprites) and give it two states: normal and match.



When you're finished with the LtrMatchSM state machine, it will have two states and three edges.

Open LtrMatchSM's normal state and add the following code under its Actions tab:

```
//Don't animate falling letters
This->Frame(0);
```

Add an edge from the normal state to the match state and replace its Conditions code with the following:

```
// If the cursor is at the letter, check if the letter is the correct one
if (This->CollisionWithSprite("cursor")) {
    //Get the number of the letter to check
    SpritePTR word("character_0");
    int i = word->LocalVariables[1] - word->LocalVariables[0];
    //Get its animation number
    int anim = GetAnimation(Word[i]);
    //If the shot letter has the same animation of the checked letter
    if (anim == This->Animation())
            return true;
    else
            return false;
}
else
    return false;
```

Add an edge from the match state to the normal state and replace its Conditions code with the following:

```
// True if the cursor is no longer hovering over the letter
return !This->CollisionWithSprite("cursor");
```

The next step is to adjust the rate at which the letters flash. Before you make additional changes to the LtrMatchSM state machine, open the properties for the mainLetter sprite and make the following change:

```
GENERAL
Number of Variables: 3
```

Save and close the sprite's properties and return to the state machine. Open the match state and add the following code under its Initial Actions tab:

```
// Reset the animation timer
This->LocalVariables[2] = 0;
```

Under the state's Actions tab, add:

```
// Increment the animation timer
This->LocalVariables[2]++;
```

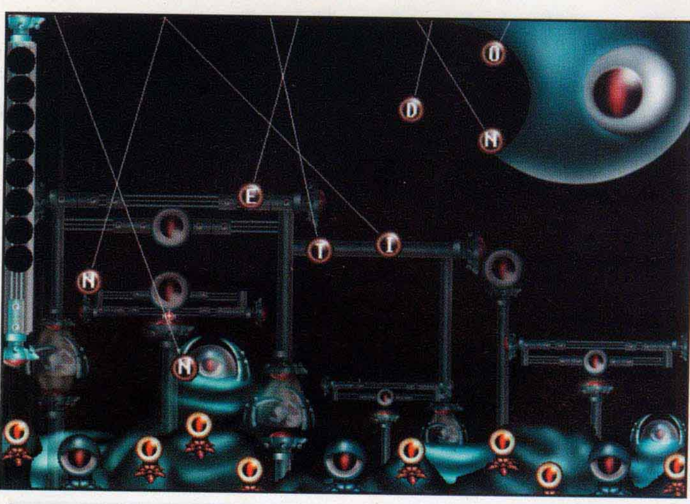
Create an edge from the match state back to itself and replace its Conditions code with:

```
// True when the animation timer times out
return This->LocalVariables[2] == 4;
```

Under the new edge's Actions tab, add:

```
// Cycle the frame
if (This->Frame() == 0)
    This->Frame(1);
else
    This->Frame(0);
```

Save and close the state machine. The desired effect is to have falling letters flash when the cursor is touching them, but only when they're in their start state—not when they're exploding. Open the LetterSM state machine, then open the start state. Under the Actions tab, check the State Machine box and select the LtrMatchSM state from the pull-down list. Save and close the state machine, then save, compile and run the program. The letters won't be flashing as they begin to fall, but the first letter in the mystery word will flash when you touch it with the cursor.



Are you clueless as to what the word is? Touch the letters with the cursor. The next letter in the sequence will flash.

Base Bonus

The bases are more important than the cities in Letter Attack since they represent the player's firepower. However, the number of bases remaining after each round does not figure in to the score at the end of each round. If you'd like to give the player a point bonus for saving the bases, open the LevelSM state machine, then open the display__points state and look for the following code under the Initial Actions tab:

```
baseValue->Value = numberOfCities->Value * 50;
```

After that line, add the following:

```
VariablePTR numberOfBases("numberOfBases");
baseValue->Value += numberOfBases->Value * 50;
```

Save and compile. The player will have even more incentive to save the bases—survival *and* points. Next month we'll have another addition for the Letter Attack project. It'll replace shooting at letters with a drag-and-drop mechanic. Check it out.

Rescue Return

Last month's Alien Rescue project was so fun that we decided to add two more features to the game, both involving bombs. The first addition creates a new landing zone where the UFO can load up on bombs. The implementation is similar to adding the original landing zone; in fact it uses the same graphic image. After you add a new landing zone sprite, you'll add collision data then change the UfoBehaviorSM state machine to reload the UFO's bombs when the craft lands on the new zone.

Step 1—Add a Sprite

The new bomb loading zone sprite will use the same actor that the landing zone sprite uses. Add a sprite under the Sprites entry in the Level__1 branch of the project tree and give it the following properties:

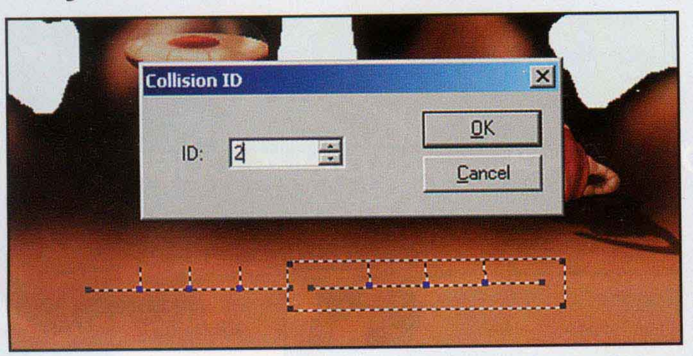
```
GENERAL
Name: bombZone
Map: closeMap
zOrder: 1
Display List #2

ANIMATION
Actor: LANDINGZONE
Initial Animation: NORMAL
Initial Frame: landingzone

POSITION
PositionX: 320
PositionY: 360
```

Step 2—Add Collision Data

By compiling and running the project, you'll see that the new landing zone is next to the original zone. If you try to land on the new zone, your UFO will go right through it—you must add collision data. Open the map closeMap and click on the Collision Data button to bring up a large view of the map. Add a horizontal line segment to the right of the original landing zone's segment by left-clicking where the right point should be and right-clicking where the left point should be. Next, select the arrow cursor and click and drag a rectangle around the new collision segment. Right-click anywhere inside the rectangle to make a menu pop up, then choose the Assign ID entry and give the segment an ID of 2.



Place a new collision-data segment next to the original landing-zone segment, then click and drag a rectangle around it and give it an ID of 2.

Step 3—Modify UfoBehaviorSM

Open the UfoBehaviorSM state machine and add a new state called pickupBombs. Add the following to the Initial Actions:

```
This->Animation (UFO_OPENDOOR);
This->Frame(0);
This->Speed(0);
landed = true;
airborn = false;
TextPTR bombs ("bombs");
*bombs = 5;
```

Add an edge from idle to pickupBombs and replace its Conditions code with:

```
return This->CollisionWithMap(2);
```

Add an edge from pickupBombs to readyToTakeOff and replace its Conditions code with:

```
return This->EndOfAnimation(UFO_OPENDOOR);
```

Save, compile and run. You'll have a new bomb-pick-up place.

Fall and Follow

When a bomb drops, it falls straight down, even if the UFO was moving laterally when it released its load. You can give the bomb momentum with an easy code change and make it so the bomb moves in the air, along with the UFO.

Modify UFOFireSM

Open the UfoFireSM state machine, then open the fireBomb state and search for the following line in the state's Initial Actions code:

```
bomb->VectorDirection(0,1);
```

Replace the line with:

```
SpritePTR ufo ("ufo");
bomb->VectorDirection(ufo->DirectionX(), 1);
bomb->SpeedX(ufo->SpeedX());
```

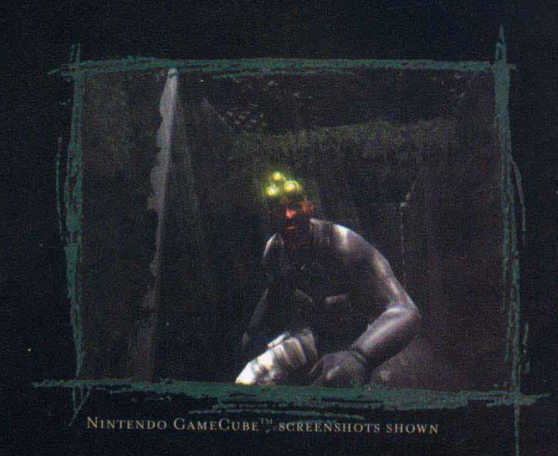
The code will make the dropped bomb have the same speed along the X axis that the UFO had when it released the explosive device.



A simple change to the state machine that controls the bombs' behavior will make bombs move along with the UFO as they drop.

"Console Game of the Year."

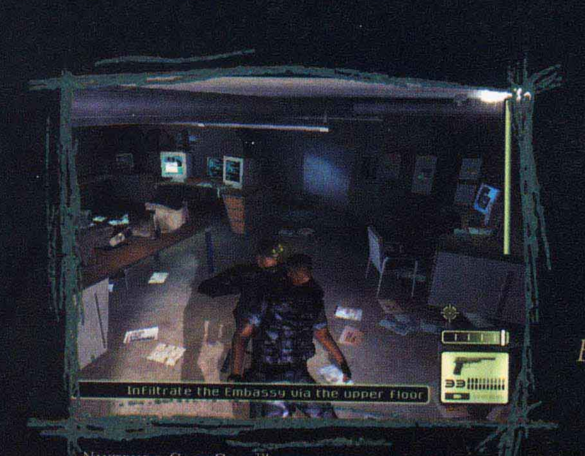
6th Annual Interactive Achievement Awards, Academy of Interactive Arts and Sciences



Nintendo GameCube™ screenshots shown

"The best Xbox game of 2002."

Entertainment Weekly ~ **A-score**

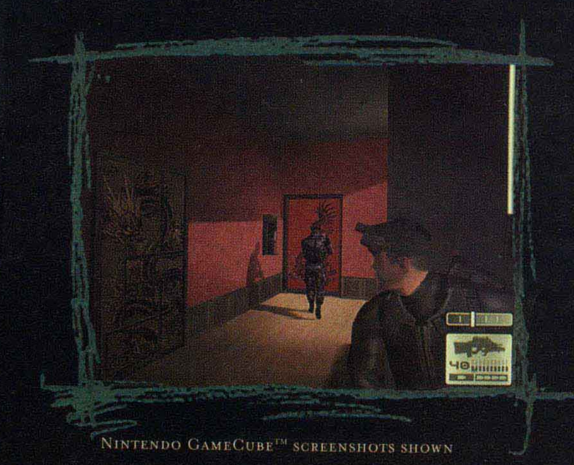


Nintendo GameCube™ screenshots shown

"Don't hesitate to buy this amazing game."

Electronic Gaming Monthly ~ Editor's Choice **Gold** *Award*

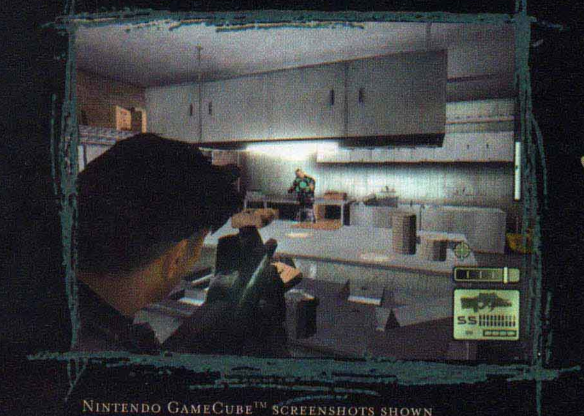




Nintendo GameCube™ screenshots shown

"Truly the next generation in stealth combat."

GamePro ~ **5/5**



Nintendo GameCube™ screenshots shown

"9.6 highest score ever."

Official Xbox Magazine ~ Editor's Choice Award

GAME BOY ADVANCE



NINTENDO GAMECUBE

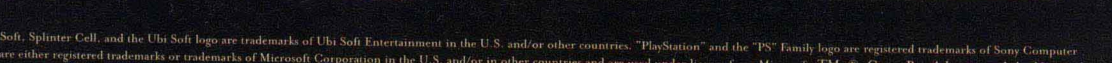
PlayStation 2













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CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.



MLB SLUGFEST 20-04 (GCN)
UNLOCK TEAMS—PAGE 70

CI swings for the fences this month with codes for MLB SlugFest 20-04 (GBA and GCN versions) and codes for a slugfest of another variety—cartoonish boxer Black & Bruised. We also have codes that will get you closer to the end of Red Faction II and strategies that will take you through the middle passage of space-shooter extraordinaire Ikaruga. Let the games begin.

RED FACTION II — GCN

CHEAT REVOLUTION — CODES

RED FACTION II CHEATS OFFER NOVELTY GRAPHIC EFFECTS AND THE POWER TO PUMMEL SOPOT'S ARMY.

Red Faction II sets the bar for massive destruction on the GCN. You can increase your destructive power and see some very odd occurrences by entering cheat codes. Enter the Extras menu from the main menu, then select the Cheats option to bring up the cheat-code-entry interface. You can also access the interface in the middle of a campaign from the Game Paused menu. Highlight the code entry box and press the A, B, X and Y buttons as the code reads to fill the box with button icons. Once you have input the desired button combination, highlight the Accept box and press the A Button. After you enter a code successfully, the button icons in the code-entry box will disappear. If the codes unlock any of the 12 features that are initially covered by question marks on the Cheats screen, the features will appear as selectable options. Highlight any feature that you wish to initiate and press the A Button to toggle it on.

AID THE REVOLUTION

Four cheats give your fighter more strength and firepower. The Super Health cheat recharges your health automatically after you take hits. The Infinite Grenades cheat sets your grenade supply to 10, but it never depletes. You can make enemies more powerful with the Director's Cut cheat, adding to the excitement of your pulse-pounding battles. The Infinite Ammo cheat replenishes ammunition supplies. Your Rail Gun will fire at a faster rate with the Rapid Rail cheat.

CODE	UNLOCKED CHEAT
AAYBYBX	SUPER HEALTH
YAXBXAYB	DIRECTOR'S CUT
YBAXYXAB	INFINITE AMMO
XAXYAXAX	INFINITE GRENADES
XYXYAABB	RAPID RAILS

ADD WACKY GRAPHICS

Many Red Faction II cheats don't affect game play, but they add unusual graphic elements. You can light targets on fire with standard bullets when you turn on the Rain of Fire cheat. Targets explode when regular bullets hit them after the Gibby Ammo cheat takes effect. The Extra Chunky code adds flying debris to explosions. The Wacky Deaths cheat makes enemies dive to the ground face-first when defeated. By activating the Walking Dead cheat, you can make enemies walk like zombies. Explosive weapons cause targets to explode when you turn on the Gibby Explosions cheat. The Explosive Personality code makes characters who talk to the player-controlled character explode.

CODE	UNLOCKED CHEAT
YYYYYYYY	RAIN OF FIRE
AAAAYXAA	GIBBY AMMO
XXXXBAXX	EXTRA CHUNKY
BBBBBBBB	WACKY DEATHS
AAAAAAAA	WALKING DEAD
BXAYBXAY	GIBBY EXPLOSIONS
A	EXPLOSIVE PERSONALITY

BIG CHEATS

We saved the most important codes for last. By entering YXBXYABA, you can unlock all of the cheats at once. By entering XYABYXAA, you can unlock all of the levels. The last code unlocks all of the levels and all of the cheats.

CODE	RESULT
YXBXYABA	UNLOCK ALL CHEATS
XYABYXAA	UNLOCK ALL LEVELS
BBAAYXYX	UNLOCK ALL CHEATS AND LEVELS

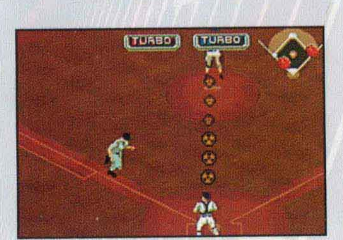
MLB SLUGFEST 20-04 — GBA

SLUGFEST SILLINESS — CODES

ADD CRAZY GRAPHIC EFFECTS TO YOUR GBA SLUGFEST SESSION.

If you're a Midway Sports fan, you'll recognize the three Midway icons that appear on the screen after you select the matchup and before the game begins. By changing those icons with the B, A and R Buttons then pressing a direction on the Control Pad, you can activate a load of codes. Press each button the number of times shown in the table below, then press the Control Pad in the indicated direction to trigger each code. A message will confirm correct code entry. Most of the codes add odd graphic effects. The Backwards Fielders code reverses fielding controls (press Left to move right, for example). The All Fielders Run code makes your fielders more mobile.

B	A	R	DIRECTION	MESSAGE
2	4	2	UP	1920 MODE
1	3	2	UP	ALL FIELDERS RUN
4	4	4	RIGHT	BACKWARDS FIELDERS
1	4	1	LEFT	FIREWORKS
3	1	3	DOWN	GHOST FIELDERS
3	4	3	UP	NUKE BALL
3	2	2	LEFT	SKULL BALL



The Nuke Ball code adds a nuclear-warning effect to the fielding view.



The Skull Ball code creates a skull trail when the ball is in motion.

AGGRESSIVE INLINE — GBA

EXTREME UNLOCKS — CODES

UNLOCK ALL LEVELS AND ALL SECRET SKATERS IN AN INSTANT.

Acclaim's excellent GBA inline-skating game defaults to a choice of 10 skaters at four levels in Freeskate mode. You can add to your choices with two codes. At the title screen, enter the codes listed below. The first code gives you nine more levels to skate. The second code unlocks eight more skaters, including Mr. Astro and Superdude. A celebratory sound effect confirms correct code entry.

CODE	RESULT
UP, DOWN, UP, DOWN, LEFT, RIGHT, B, R	UNLOCK FREESKATE LEVELS
L, L, B, B, R, R, L, R	UNLOCK SECRETS SKATERS



Hop into an advanced level by using the level unlock code.



Five of the unlockable skaters have maxed-out stats.

SUPERMAN: SHADOW OF APOKOLIPS — GCN

SUPER CODES — CODES

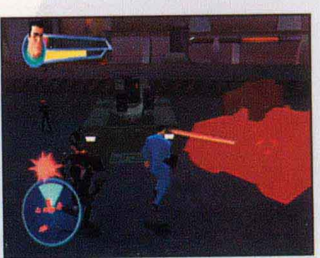
FIGHT CRIME WITH EASE AND UNLOCK LOADS OF FEATURES IN SUPERMAN'S FIRST GCN ADVENTURE.

Your fight for truth, justice and the American way will be a piece of cake after you enter cheat codes that give you infinite health and infinite super power. Enter the Options menu, then choose the Cheat Menu selection and enter any of the codes listed below. A confirmation message will follow correct code entry. Not even Kryptonite will stop you.

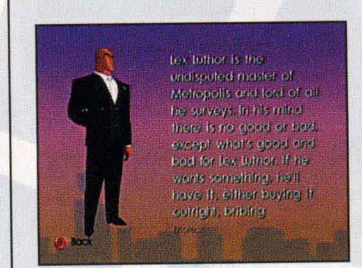
CODE	MESSAGE
FEELING DRAINED	PLAYER SET TO PARASITE
FIRST AID	INFINITE HEALTH
INTERVIEW	BIOGRAPHIES UNLOCKED!
JUICED UP	INFINITE SUPER POWER UNLOCKED
POPCORN	MOVIES UNLOCKED!
SECRET IDENTITY	PLAYER SET TO CLARK KENT
SIGHTSEEING	LEVELS UNLOCKED!
SORE FINGER	EASY TEST OF STRENGTH ACTIVATED
STOP THE CLOCK	TIME LIMITS REMOVED



The Feeling Drained code allows you to play as Parasite.



Enter Secret Identity to don Clark Kent's suit and glasses.



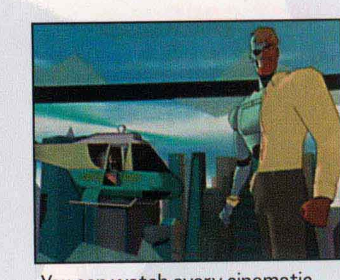
Unlock all 14 character biographies with the Interview code.



The SightSeeing code unlocks every level in Level Attack mode.



The First Aid and Juiced Up codes give you infinite health and power.



You can watch every cinematic after entering the Popcorn code.



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HEAVY-HITTING CHEATS

MAJESCO'S CARTOON-QUALITY BOXING GAME GETS PUMPED UP WITH POWERFUL CHEATS. UNLOCK BOXERS, A NEW VENUE AND INVINCIBILITY.

You can expose more of the Black & Bruised boxers' antics by unlocking new features and abilities. You'll input every button-press code on the Cheat Codes screen. Select the Cheat Codes entry from the Setup menu and key in any of the codes on that page. Successful code entry will turn one of the rows of question marks on the screen into a description of the unlocked feature. If you want to lock an unlocked feature, enter the code again.

UNLOCK BOXING OPTIONS

One code unlocks the ultimate Black & Bruised arena—the scrap yard. Another code opens a new tournament. The Intercontinental Tournament Trophy is the most coveted prize in the game. You'll need a lot of practice, or invincibility, to go all the way.

CHEAT CODE	RESULT
START, A, A, A, Y, Y, Y, X, X, X, START	INTERCONTINENTAL MODE UNLOCKED
START, Y, Z, Y, Z, A, A, START	SCRAP YARD SCENE UNLOCKED


The Intercontinental Tournament is a step beyond the World Champion Tournament.


Scrappy fighters belong in the Scrap Yard. Press X when setting up a fight, then select your arena.

UNLOCK BOXERS AND SKINS

The game defaults with your choice of 14 boxers. After you enter the code that unlocks all boxers, you'll be able to choose from 19 bruisers, including the trainer. Every boxer has two skins, so you can tell the combatants apart when a boxer fights his or her alter ego.

CHEAT CODE	RESULT
START, A, Y, X, X, Z, Z, X, Y, A, START	ALL BOXERS ARE UNLOCKED
START, A, Z, Y, X, START	SECOND SKIN UNLOCKED


One code unlocks five boxers. For the ultimate battle, put Matador up against King Kahn.

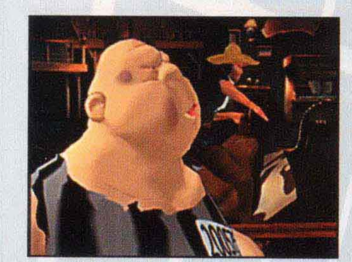

After you enter the code that unlocks skins, press Z before the fight to switch skins.

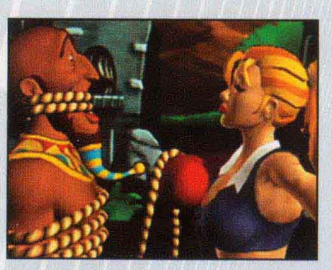
CODES

ADD CHARACTER

The crazy characters in Black & Bruised add a lot to the game. You can learn more about the characters by listening to their taunts and by going through Boxer's Life mode. The Conversation Mode code makes the boxers deliver more taunts between rounds. The Boxer's Life code unlocks every chapter in Boxer's Life mode for every participant, allowing you to skip ahead to advanced scenes.

CHEAT CODE	RESULT
START, Z, A, Y, X, Z, Z, Z, START	CONVERSATION MODE UNLOCKED
START, A, X, Y, Z, A, X, Y, Z, START	BOXER'S LIFE UNLOCKED


When Conversation mode is unlocked, the boxers will volley taunts between rounds.


Learn more about the Boxer's Life participants by selecting unlocked chapters.

UNLOCK POWER AND SPEED

The codes that affect game play offer invulnerability, a constant stream of power-ups and additional speed. If you enter either the invulnerability code or the Constant Power-Up code using a Controller that is plugged into the first Controller port, you'll give Boxer 1 the new abilities. If you use a Controller that is plugged into the second port, the abilities will go to Boxer 2.

CHEAT CODE	RESULT
START, A, A, Y, Y, Z, Z, X, X, START	INVULNERABILITY UNLOCKED
START, A, Y, A, Y, A, Y, X, X, X, START	CONSTANT POWER-UP UNLOCKED
START, Z, Z, Z, Z, Z, Z, Z, Z, Z, Z, START	DOUBLE SPEED ACTIVE UNLOCKED


Enter the Constant Power-up code using Controllers in the first two ports for a wild match.


The double speed code ensures a fast, but probably short, fight.

SHINRA'S SURVIVAL

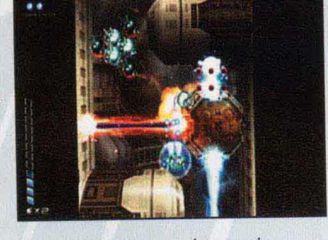
GUIDE FIGHTER SHINRA THROUGH CHAPTER 3 OF SPACE-SHOOTER IKARUGA AND EARN A HIGH SCORE BY COMPLETING CHAIN COMBOS.

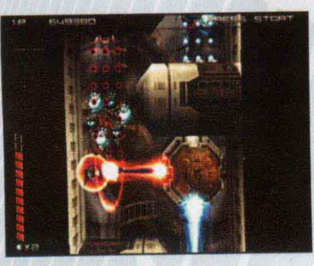
The Volume 168 Ikaruga strategy review took you through Chapter 2. In this issue, we'll give you survival strategies for the next chapter and get you ready for more battles.

CHAPTER 3-1

The third chapter opens with a swarm of two types of ships. Round ships rotate in clumps, while jet fighters stream down the sides of the playing field. Stay near the middle of the field and fall back to take out the fighters when they close in on you. When you reach the zigzagging corridor, concentrate on the area around your ship and carefully move around the wide obstacles. Fly into the obstacles' streams if you need energy, but make sure that the streams don't push you into the corridor walls.


Target the enemies in the opening area in matching groups of three to score chain bonuses.


Squeeze between the moving sections and the static sections of the zigzagging corridor.


Soak in the energy from the jets, but don't let them push you into the walls.


Take out the black-energy turrets then fly into the stream of the white-energy turrets.

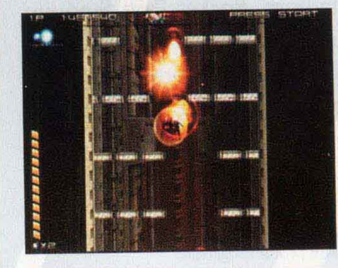
CHAPTER 3-2

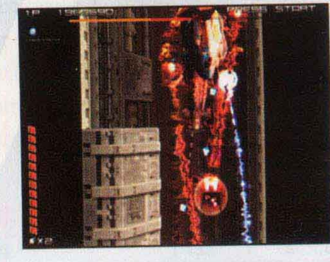
Large ships of both polarities shower shots down onto your ship at the beginning of the chapter's second section. Stay near the center of the corridor, absorb energy from the ships, and release the energy when your gauge is full. When you reach the energy streams that pour from the walls, switch to a matching polarity and veer toward the energy sources to avoid being pushed into the opposite wall. The next challenge is two waves of fighters that emerge from the top and bottom of the screen. Watch your ship as you avoid the black ships that overtake your ship. The enemies will get very close, but you should be able to survive the onslaught untouched. When you reach the area where poles pop from the walls, move up and down to keep them from closing in on you. Eventually, you'll discover a zigzagging path of narrow openings.

As you reach the end of Chapter 3-2, a large ship will catch up to you. Let it pass, then follow it as it crashes through the blocking poles.


Stay near the center of the field at beginning of Chapter 3-2 and absorb enemy shots.


The streams that pour from the wall are great sources of energy. Watch your polarity.


Search for a narrow path between the gaps, where the ends of the poles don't quite meet.


Let the large ship pass you, then stay behind it and soak in the energy from its trailing streams.

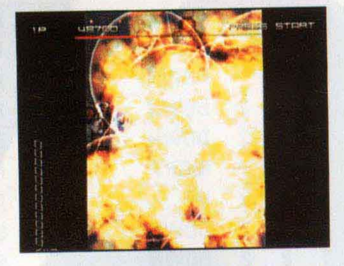
CHAPTER 3-3

The Chapter 3 boss is a ring of turrets that resembles a space station. Stay near the top of the ring, avoid the spokes of the spinning structure and take on the turrets as they pass by your ship. Absorb energy and send out missiles when your gauge is full.


The turrets provide energy to the Chapter 3 boss. Stay near the top of the screen.


Maneuver your ship between the gaps in the spokes and target the turrets.


When the hub releases energy streams, switch to a matching polarity.


After you've destroyed all turrets, the ship will fall to pieces and you'll move on to Chapter 4.



MIDWAY STRIKES AGAIN

MIDWAY'S SPORTS GAMES ARE ALWAYS PACKED WITH CODES. MLB SLUGFEST 20-04 HAS BOTH NEW AND RETURNING UNLOCKABLES.

Although few codes change the way MLB SlugFest 20-04 plays, many change the way the game looks. You can unlock characters, bats, balls and stadiums and give your team a stats advantage. After you select your teams and press the Start Button, you'll see icons at the bottom of the Today's Match-Up screen that are associated with each team. You can change the icons by pressing the B, A and X Buttons. Press the buttons the number of times shown in the tables on this page, then press the Control Stick in the indicated direction to trigger each code. A confirmation message will follow correct code entry.

UNLOCK STADIUMS

In addition to the MLB ballparks, the game features seven unlockable stadiums. Coliseum Stadium, Rocket Park Stadium and Monument Stadium have returned from MLB SlugFest 20-03. The others parks are new. Dimensions vary from one park to the next, making some parks more hitter friendly, but the difference is negligible because the game always gives the advantage to the hitter.

B	A	X	DIRECTION	MESSAGE
3	2	1	LEFT	ATLANTIS STADIUM
3	3	3	UP	COLISEUM STADIUM
3	2	1	RIGHT	EMPIRE PARK STADIUM
3	3	3	LEFT	FORBIDDEN CITY STADIUM
3	2	1	DOWN	MIDWAY PARK STADIUM
3	3	3	DOWN	MONUMENT STADIUM
3	2	1	UP	ROCKET PARK STADIUM

UNLOCK TEAMS

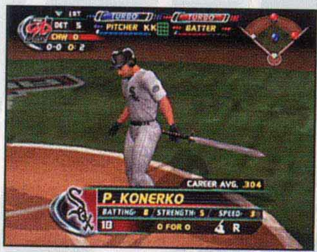
Unlocking teams changes the look of the players in the selected Major League team, but their stats remain the same. Scorpion Team and Subzero Team turn your players into characters from Midway's Mortal Kombat games. Scorpion uses the blade bat while Subzero uses the ice bat.

B	A	X	DIRECTION	MESSAGE
2	3	1	DOWN	ALIEN TEAM
1	3	3	DOWN	BOBBLE HEAD TEAM
2	3	3	DOWN	CASEY TEAM
1	—	2	DOWN	DOLPHIN TEAM
2	1	2	RIGHT	EAGLE TEAM
2	1	1	RIGHT	HORSE TEAM
2	2	—	RIGHT	LION TEAM
1	1	—	DOWN	MINOTAUR TEAM
2	3	2	DOWN	NAPOLITANO TEAM
2	2	2	DOWN	OLSHAN TEAM
2	1	—	RIGHT	PINTO TEAM
2	2	2	UP	RIVERA TEAM
1	1	2	DOWN	SCORPION TEAM
1	2	2	DOWN	SUBZERO TEAM
3	3	3	RIGHT	TEAM TERRY FITZGERALD
2	2	2	RIGHT	TEAM TODD MCFARLANE

UNLOCK BATS AND BALLS

Both players can input codes. Unlocked bats fall into the hands of only the team whose player unlocked them. Most unlocked bats have no effect on the way the game plays, but some increase the chances for contact because of their large size. Unlockable balls noticeably change the physics of the game. The 16' softball is not really 16 feet wide, but it is considerably larger than the standard ball. The large size makes it easier to hit but more difficult to hit far. The rubber ball is a smaller-than-standard target that will soar out of the park if you hit it squarely. It also bounces erratically, which makes it more difficult to field.

B	A	X	DIRECTION	MESSAGE
—	—	2	UP	BLADE BAT
—	—	1	UP	BONE BAT
—	—	3	UP	ICE BAT
—	—	4	UP	LOG BAT
—	—	4	LEFT	MACE BAT
—	—	5	UP	SPIKE BAT
2	4	2	DOWN	16' SOFTBALL
2	4	2	UP	RUBBER BALL





The blade bat doesn't make your player a better hitter, but it does add an intimidation factor.



The rubber ball is a small target, but it really soars once you connect.

MAKE PLAYERS SHRINK AND GROW

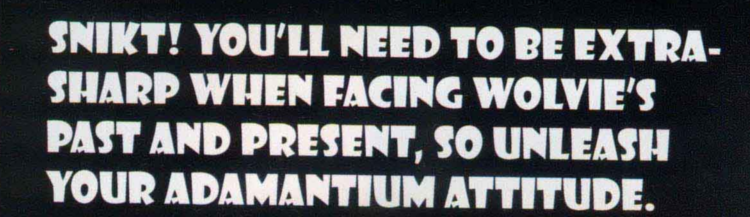
The Big Head and Tiny Head codes are classics. The Little League code is new. It shrinks your players' bodies but keeps their heads at normal size.

B	A	X	DIRECTION	MESSAGE
2	-	-	RIGHT	BIG HEAD
1	-	1	DOWN	LITTLE LEAGUE
2	-	-	LEFT	TINY HEAD

MANAGE CODES AND PUMP UP THE STATS

Two codes help you manage code entry and three codes give your batters maximum strength in crucial stat categories. The players' listed stats don't change, but their performances improve. The last code gives you unlimited turbo power.

B	A	X	DIRECTION	MESSAGE
1	1	1	DOWN	CHEATS DISABLED
3	-	3	UP	EXTENDED TIME FOR CODES
3	-	-	LEFT	MAX BATTING
-	3	-	LEFT	MAX POWER
-	-	3	LEFT	MAX SPEED
4	4	4	DOWN	UNLIMITED TURBO



SNIKT! YOU'LL NEED TO BE EXTRA-SHARP WHEN FACING WOLVIE'S PAST AND PRESENT, SO UNLEASH YOUR ADAMANTIUM ATTITUDE.



X2 WOLVERINE'S™ REVENGE

A WOLF ON THE PROWL



In coordination with 20th Century Fox's big-screen sequel, *X2*, Activision and GenePool Software have delivered X2: Wolverine's Revenge to Nintendo GameCube. The story, written by comic book veteran Larry Hama, stars beloved Logan. Tactical game play and fierce fighting combine effectively into a title that mutant maniacs will instantly want to add to their collection.

MARVEL®

XCELLENT XTRAS



Memory Files scattered throughout the game unlock items in the Cerebro section of the Bonus menu. Original artwork and concept sketches are among the goodies.



The health canisters you'll find are essential during certain stages of the game, especially when Wolverine's recuperative abilities are hampered. There are also classic comic books sprinkled throughout the adventure. In many instances, you must bash through walls to find the hidden comics. It's well worth the hassle, because the comics unlock costumes for Wolverine to wear in later levels. Who wouldn't want to see Logan donning some vintage yellow tights?

ANGER MANAGEMENT



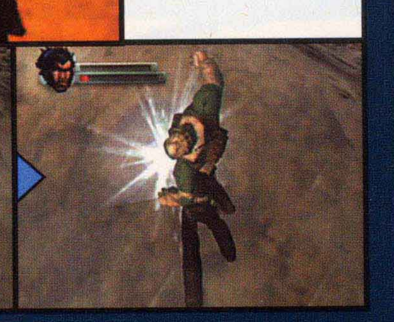


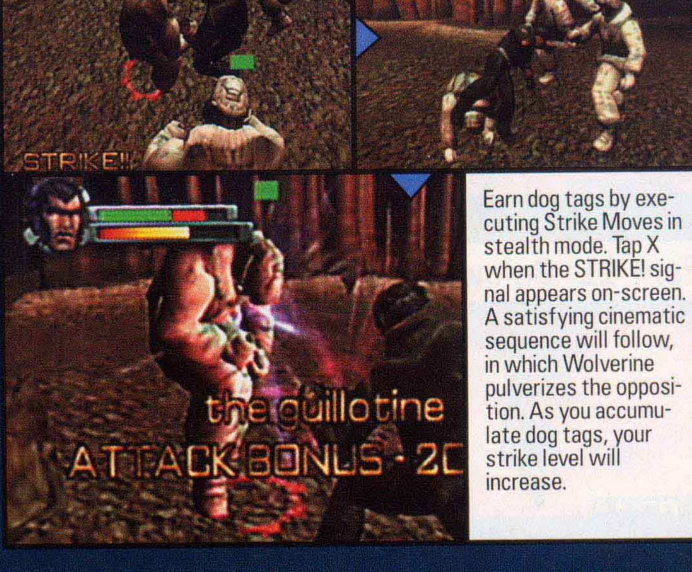
Awaking to find yourself the guinea pig in an evil experiment might make you a little irritated. Wolverine's temper can turn him into an unstoppable machine. Fill the rage meter by striking enemies consecutively. When your health is low, retract your claws to regain strength slowly.

DOG-EAT-DOG WORLD



Wolverine can use his animal senses to sniff out enemies or obstacles such as land mines and laser beams. To use his keen abilities, hold down the L Button. Wolverine will enter stealth mode, during which he can sneak up on unsuspecting opponents.





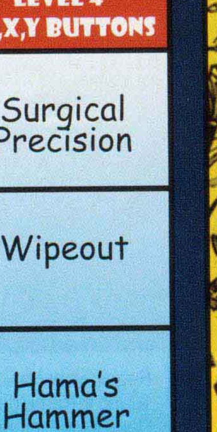
Earn dog tags by executing Strike Moves in stealth mode. Tap X when the STRIKE! signal appears on-screen. A satisfying cinematic sequence will follow, in which Wolverine pulverizes the opposition. As you accumulate dog tags, your strike level will increase.

STRIKE LEVELS CHART









STRIKE POSITION	LEVEL 1 X BUTTON	LEVEL 2 X,Y BUTTONS	LEVEL 3 X,Y,X BUTTONS	LEVEL 4 X,Y,X,Y BUTTONS
	Cyclone Claw	The Guillotine	Rack 'n' Ruin	Surgical Precision
	Raining Pain	Over and Out	Body Bag	Wipeout
	Slice 'n' Dice	Bustin' Heads	Double Whammy	Hama's Hammer
	Claw City	Dance of Death	Claw Slam	Leaping Wolf



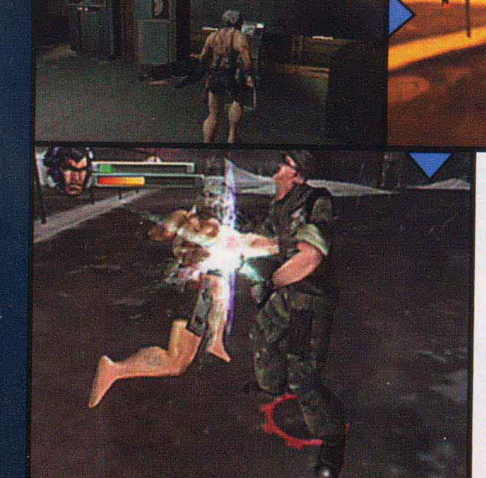


The story beings in 1968 at the infamous Weapon X Facility, where a group of scheming scientists are experimenting on a street thug named Logan. During Act 1 you must track down the scientists and escape the facility. Whenever possible, strike in stealth mode to earn dog tags.

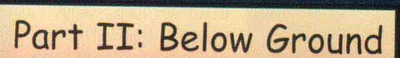
Part I: Weapon X



In the first room, smash the electrical panel to your left and proceed. Use your animal senses to sniff out land mines. Slice up a few guards before you reach the far red door. In the next room bust the brick wall to find the Ultimate X-Men comic and some health.



Flip the switch on the control panel and head outside. Well-organized guards await your arrival. Take them down as quickly as possible. Don't forget to watch for land mines while battling the bad guys. Extend your claws to defeat the lead soldier and obtain the key card.



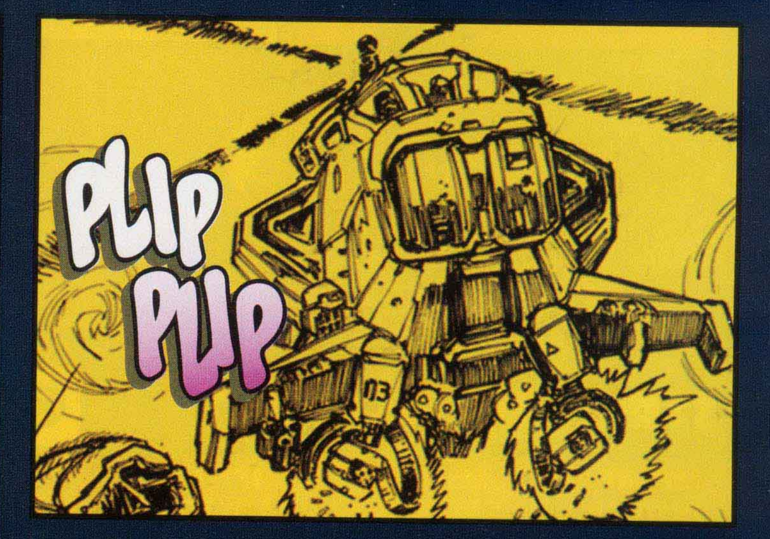
Part II: Below Ground



Many of the guards inside the facility are armed with laser beams or flamethrowers. Take out the first two groups, striking in stealth mode whenever feasible. Notice the red lights in the empty hallway. When the lights blink rapidly, step back to avoid the imminent explosion.



Regain your health before venturing into the gas chamber. Once inside, clear out the enemies quickly. Head up the stairs and go through the door to the left. Collect the pickups in the side room, then climb the nearby ladder to get a Memory File.

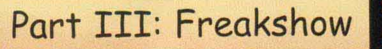




Return to the previous room and head through the north entrance. There's only one guard to worry about in the area. Sneak along the wall and strike the guard in stealth mode, then toss him into the pool. Flip the switch on the control panel to access the next zone.



To see the rotating laser beams, trigger your heightened mutant senses. Jump and duck your way around the beams, heading through the entrance on the right. Locate the switch that deactivates the lasers, then proceed to the laboratory stairwell.

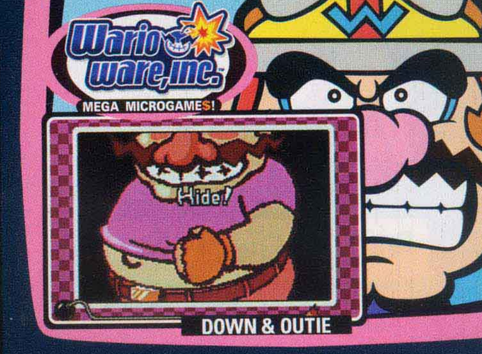


Part III: Freakshow



After beating up the troops in the stairwell, quietly extinguish the enemies pacing the halls. Crouch near a corner or sneak up and attack from behind. If one of the guards spots you, a massive battle will ensue, crushing your opportunity to collect dog tags. Use the above screen shots to figure out how to position yourself near each enemy.







Escape the laser room by flipping the switch in the far-left corner then slinking along the wall until you reach the exit. In the next area, perform a few swift kicks to take down the mutated creatures. Access the control panel to activate the elevator in the center of the room.



Ride down the elevator and watch Sabretooth smash your helmet into pieces. Sabretooth will dash away before you can fight back. Don't worry—he'll return later. Follow the professor, protecting him from the approaching beasts. If the professor perishes, your game will be over.







Retract your claws, allowing your mutant abilities to restore your health before you follow the professor into the elevator. Once you reach the second floor, more creatures will attack. If you find yourself in need of energy, drop to the first level; a plethora of health canisters await.

Part IV: Runt of the Litter





Battle Sabretooth until his energy meter is depleted. After you do so, he'll regenerate, jump in the air and spread his arms. Position yourself behind him and press X to grab him. If you're successful, you'll throw him against the obstacles in the room. Tossing him toward the fire is particularly effective. Once his energy meter is empty, strike him a final time to finish him. After the fight, you will have access to every room in the laboratory. Return to the start of the level to find the scientists in the Core Chamber.



With his past explained, Logan can focus on the future. Unfortunately, his future will last only 48 hours unless he can find the antivirus for the disease the Weapon X scientists infected him with. Act 2 is significantly more challenging than the first, so read on carefully.

Part I: Crash Site



Take out the guards in stealth mode or sneak around the burning plane to avoid being spotted. If the helicopter turns on you, start running. One hit could end your game.



Valuable health canisters are hidden in an alcove. Take two right turns after the third guard to find the pickups. It's nearly impossible to survive the level without them.

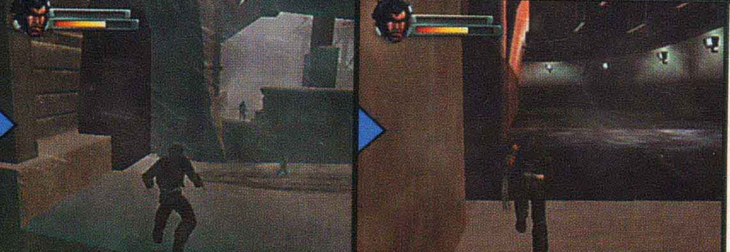


If you didn't find the first collection of health canisters or if you need more, climb the control tower. There's only one canister inside, but it's worth acquiring if your health is low.



Slash your way into the electric station on the ground level, then press X to stick your claws into the sockets and restore the power. Toggle the Control Stick Left and Right to free yourself.







Once you've wiggled out of the electrical sockets, follow the road back to the main entrance. Stay on the left side of the path to avoid the helicopter's missiles. Visit nintendopower.com for more detailed strategy for negotiating the tricky helicopter area.



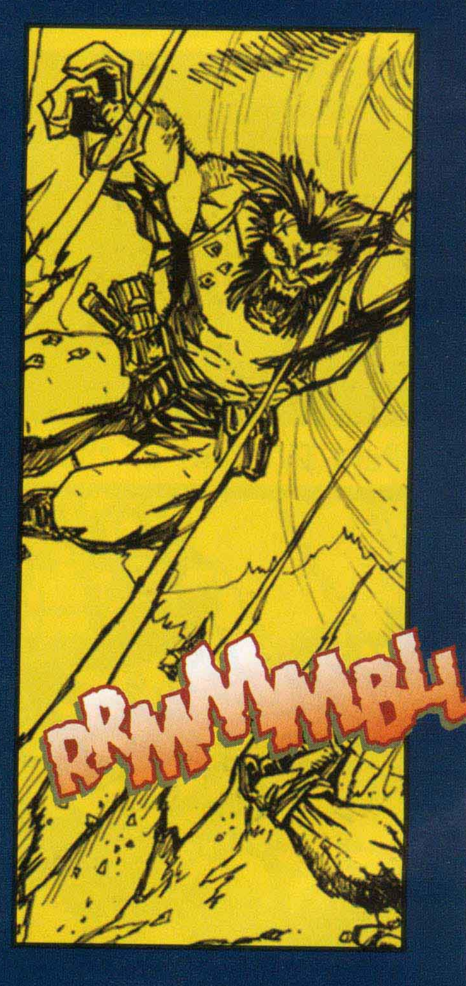
Follow the stairs on the right to reach the control room. Inside, bust the explosive drum to blow a hole in the brick wall. Pass through the hole and retrieve the Classic Orange comic.



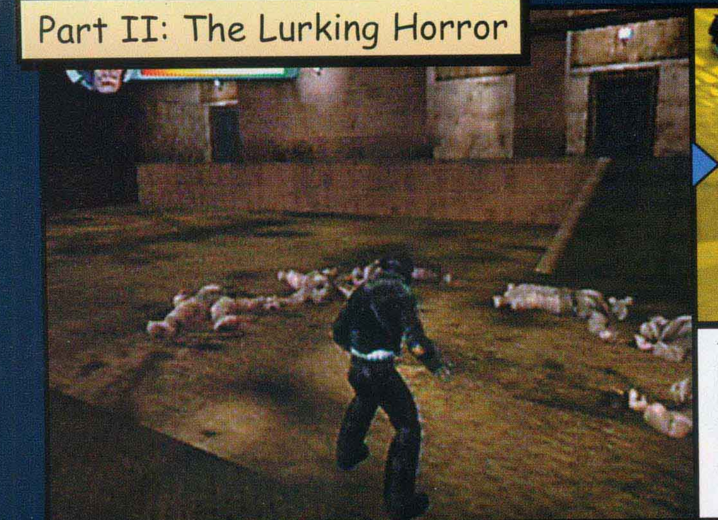
Approach the control panel at the front of the room and activate the elevator. Professor X will warn you of the incoming horde of enemy troopers.

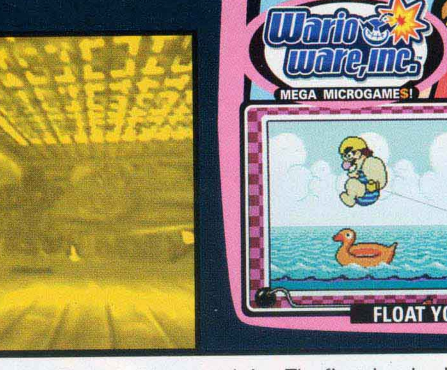


Take the Professor's advice and resist using any stealth maneuvers in the crowded lobby. Land Strike Moves while you're surrounded by more than one enemy: Wolverine can take out two foes at once, earning bonus points. Once the room is clear, hop on the elevator.



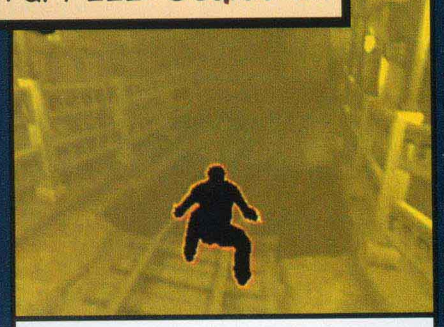
Part II: The Lurking Horror





There's nobody in sight. That can't be a good sign. The first door leads to a surveillance video, and the second door leads to the Classic Yellow comic. Leave the area by crawling under the damaged structure. You will reach a group of guards, each positioned near alarms. If they spot you, the game will end. Distract the guards by flipping the switch in the control room. Don't climb down the ladder! Strike the guard at the ladder's bottom from above, then circle the room, eliminating enemies one by one.

Part III: Sealed In



To escape the mine, stay on the main road through the first two intersections. Jump over a gap and crawl under a low ceiling. Attack the guard then follow the path right to a winch to reach the next level.

Part IV: Grim Discoveries

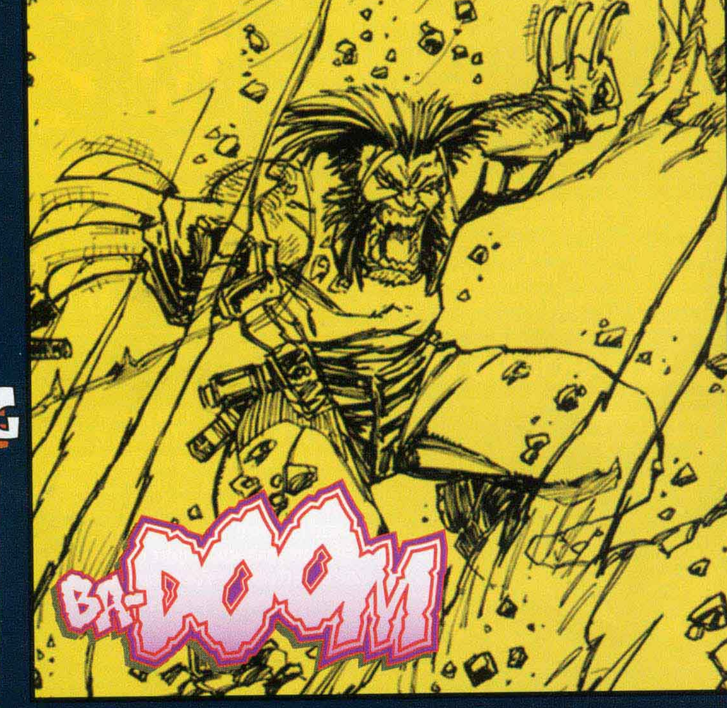


If multiple troopers surround you, strike them down and wait for a single guard to approach. Stun the guard with a few kicks, then press A to hoist him over your shoulder. Carry the dazed guard toward the hungry Wendigo, but don't get too close. Toss the guard in Wendigo's direction and follow the monster toward his lair. Repeat the process twice. The camera can be frustrating—try to keep it positioned behind Wolverine.

Part V: Wendigo's Cave



The battle with Wendigo is brutal. After he pounds the ground twice, stun him with a punch then get behind him and press X. Once you've gotten hold of his tail, wiggle the Control Stick to increase the power of your throw. Each toss lowers Wendigo's energy. Grab the three floating health canisters when you need them.

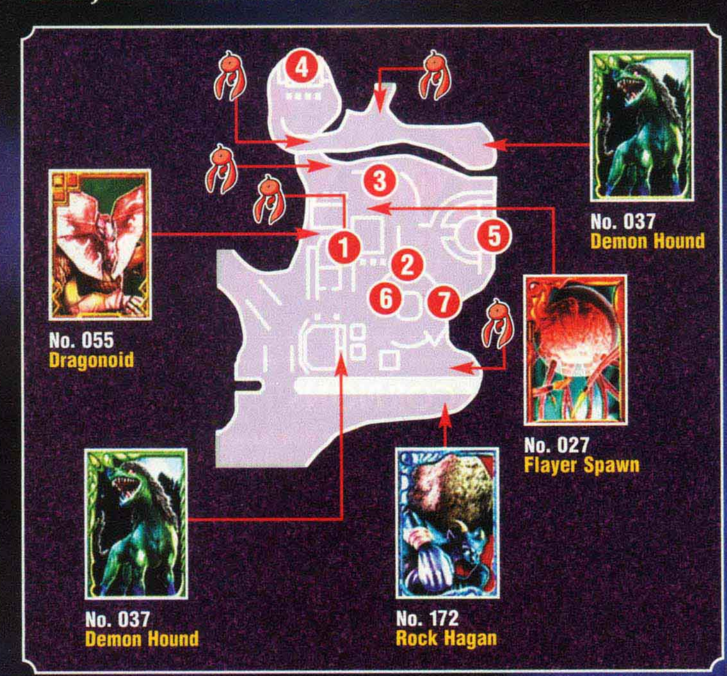


THE CLOCK IS TICKING

Logan's adventure has just begun. During more than 20 levels spanning six acts, Logan will receive help from allies such as Rogue, Beast and Colossus before facing off against the mighty Magneto. But don't fear—as you gather dog tags the hero will turn into an unstoppable beast. Just make sure you find the antivirus before time runs out.

Explore Peaceful Kadishu

You'll stow your cards while visiting the quiet town of Kadishu. Relax and talk to all the townsfolk—most of them offer useful tips. Visit the town's card shop, collect some new cards and learn about Jarvi's recent visit to Gromtull Desert.

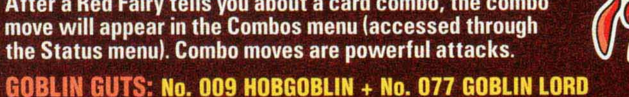


① RED-FAIRY HUNT



Red Fairies are more accustomed to being around humans than their blue cousins are—they each have a bit of wisdom to share with those who take the time to talk to them. Red Fairies will give you clues about how to locate their kin and tips about the areas you find them in. They'll also teach you powerful card-combo moves that you can use in battle.

COMBO MOVES



After a Red Fairy tells you about a card combo, the combo move will appear in the Combos menu (accessed through the Status menu). Combo moves are powerful attacks.

GOBLIN GUTS: No. 009 HOBGOBLIN + No. 077 GOBLIN LORD
Two Goblins team up to pound and pummel your foes.

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A Fire Golem and an Ice Golem work together to summon a storm of fire and ice that damages all enemies in a large area.

② KEEP KADISHU CLEAN



Locate and pick up three pieces of garbage in Kadishu. Throw all three bits of litter in the trash can near the water fountain; you'll receive a Leprechaun card for your good deeds. Garbage looks like gray, crumpled paper lying on the ground.



No. 118
Leprechaun

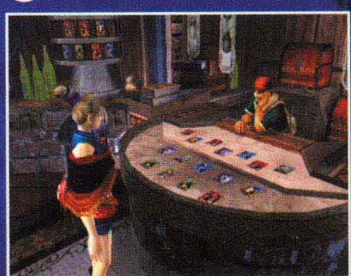
③ THE Z EFFECT





A Kadishu townsman will tell you about the Z Effect. It greatly boosts the power of a selected card at the cost of double the magic. Cards in Power Boost mode glow blue, and pink Magic-Stone icons appear over them.

④ KADISHU'S CARD SHOP





There are only two card shops in all of Argwyll. One is in Kadishu and the other is far away in the Wyht region's Grenfoel Cathedral. At card shops you can purchase and sell cards for gold, or copy and upgrade your cards at the cost of the selected card's individual experience points.

⑤ PURCHASE A CAPTURE CARD



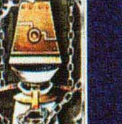
A rogue standing behind the soldier statue in Kadishu will sell you a rare Capture card for 1,000 gold. After you buy your first Capture card, each subsequent one will be 2,000 gold. A Capture card will imprison a monster if the card deals the final blow.



No. 226
Capture Card

⑥ MORE GARBAGE

Return to Kadishu often to see if more garbage has appeared. The next reward for cleaning up is the Super Scrubber—a mechanical card that collects Magic Stones for you. Later you will earn the Larval Fly.



No. 215
Super Scrubber

No. 051
Larval Fly

⑦ COMBINING CARDS



A young man near the water fountain in Kadishu can combine cards to create rare cards. One possible combination is a Unicorn card and an Elf card. Give him both cards—return after some time has passed to get the Centaur card.

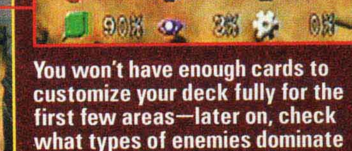
No. 166
Centaur

Escape to Bhashea High Road

The Band of the Scorpion stops to camp along the Bhashea High Road for the evening after its visit to the nobleman's residence. Explore the area to collect a few new monster cards and to hone your battle skills.

CUSTOMIZE YOUR DECK FOR EACH AREA





You won't have enough cards to customize your deck fully for the first few areas—later on, check what types of enemies dominate an area and adjust your deck accordingly. The way you design a deck can make or break a mission.

ATTRIBUTES

Press Start on the world map to bring up the menu. Compare your deck's attributes (top row) with the attributes of the enemies in each area. The menu also displays how many of each card type you have in your deck (bottom row). Press Z to get help with menu info.

WATER is stronger than **FIRE**
FIRE is stronger than **WOOD**
WOOD is stronger than **EARTH**
EARTH is stronger than **WATER**

NEUTRAL: Strong offense against all other card attributes

MECHANICAL: Low magic consumption and strong defense against other card attributes

① THROW A CARD OVER THE BANK



One of your fellow bandits will approach you with a friendly wager. If you can throw a card all the way across the bank, he'll give you an Elephant card. Toss any Helper card or Independent card across the bank. Recall your summoned monster by holding down R and pressing B.



No. 006
Elephant

② THE FIRST DECK POINT

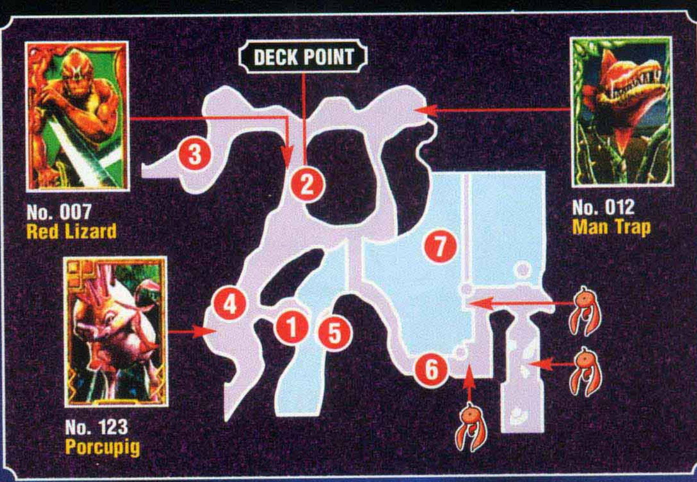


The first Deck Point among many you'll encounter is in the Bhashea High Road area. Deck Points replenish your health fully when you activate them. Deck Points also give you the option of adding to your deck any new cards you've found in the area. You can edit your deck (add newly acquired cards) only at a Deck Point during a mission.

③ STORM HAGAN TROUBLE



Two Storm Hagans block the passage between Bhashea High Road and your next destination, Kadishu. Storm Hagans have the wood attribute, so they are weak to fire-attribute monsters. Use your Hobgoblin cards and the new Red Lizard card (add it to your deck at the Deck Point) to give the Storm Hagans a thrashing. Watch out for the their Boomerang Axe attack.



④ SAVE THE SCORPIONS



The Kendarian Army doesn't take kindly to the Band of the Scorpion meddling in their affairs. Talk to a man in Kadishu to learn that some Kendarian soldiers are hunting the bandits. Return to Bhashea High Road to save your friends. Defeat the three Kendarian soldiers to complete the mission.

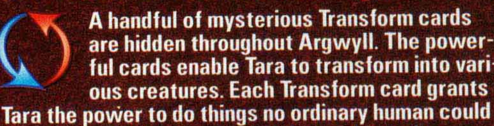
⑤ HELL HOUND JUMP



Return to Bhashea High Road after you obtain the Hell Hound card in the Fossil Boneyard area. Transform into the Hell Hound and use the Jump ability to cross the bank you tossed a card across earlier.

No. 124
Golden Porcupig

TRANSFORM CARDS NP



A handful of mysterious Transform cards are hidden throughout Argwyll. The powerful cards enable Tara to transform into various creatures. Each Transform card grants Tara the power to do things no ordinary human could do, such as fly, jump great heights and smash through walls.



No. 197
Hell Hound

⑥ ENTER BHASHEA CASTLE

After you've obtained a Transform card that enables you to jump or fly (such as Hell Hound or Birdman), return to Bhashea High Road. Cross the broken bridge and enter a new section of the area. Unlock the gates by placing Helper cards on the glowing red circles. Defeat the enemies that block the exit to unlock Bhashea Castle.

⑦ FLY TO THE LONE PILLAR

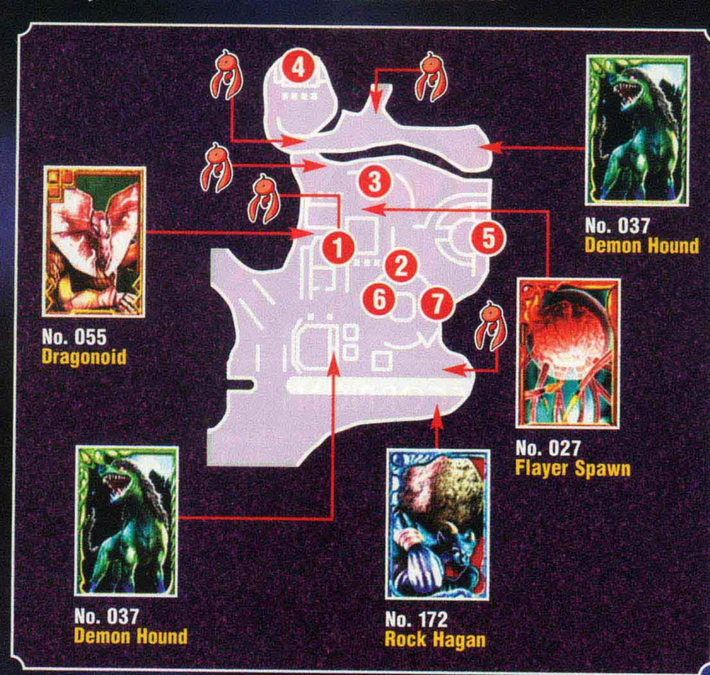
A single pillar rises from the water in Bhashea High Road's hidden section. After you cross the broken bridge, use a Transform card (such as Birdman or Baba Yaga) to fly out to the pillar. Open the treasure chest on the pillartop to find a rare Water Moray card.



No. 219
Water Moray

Explore Peaceful Kadishu

You'll stow your cards while visiting the quiet town of Kadishu. Relax and talk to all the townsfolk—most of them offer useful tips. Visit the town's card shop, collect some new cards and learn about Jarvi's recent visit to Gromtull Desert.



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No. 118 Leprechaun

3 THE Z EFFECT

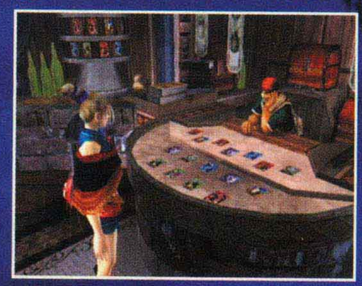






A Kadishu townsman will tell you about the Z Effect. It greatly boosts the power of a selected card at the cost of double the magic. Cards in Power Boost mode glow blue, and pink Magic-Stone icons appear over them.

4 KADISHU'S CARD SHOP





There are only two card shops in all of Argwyll. One is in Kadishu and the other is far away in the Wyht region's Grenfoel Cathedral. At card shops you can purchase and sell cards for gold, or copy and upgrade your cards at the cost of the selected card's individual experience points.

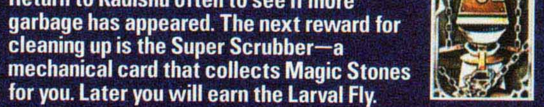
5 PURCHASE A CAPTURE CARD



A rogue standing behind the soldier statue in Kadishu will sell you a rare Capture card for 1,000 gold. After you buy your first Capture card, each subsequent one will be 2,000 gold. A Capture card will imprison a monster if the card deals the final blow.


No. 226 Capture Card

6 MORE GARBAGE

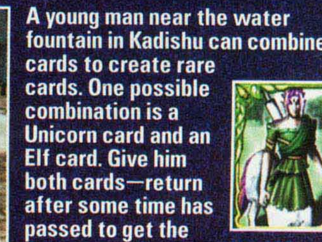


Return to Kadishu often to see if more garbage has appeared. The next reward for cleaning up is the Super Scrubber—a mechanical card that collects Magic Stones for you. Later you will earn the Larval Fly.


No. 215 Super Scrubber


No. 051 Larval Fly

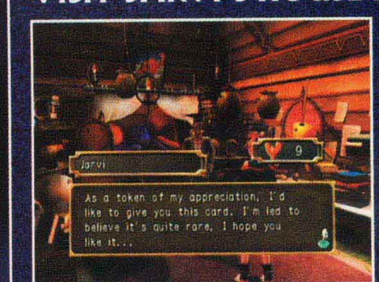
7 COMBINING CARDS



A young man near the water fountain in Kadishu can combine cards to create rare cards. One possible combination is a Unicorn card and an Elf card. Give him both cards—return after some time has passed to get the Centaur card.


No. 166 Centaur

VISIT JARVI'S HOUSE IN KADISHU



Jarvi is a young scholar whose studies focus on Argwyll's Red Fairies. After you've saved Jarvi in Gromtull Desert, you will be able to visit his house in Kadishu. Jarvi will award you rare cards for bringing him Red Fairies you've found throughout your travels.

7 RED FAIRIES: No. 198 Tumble Chick



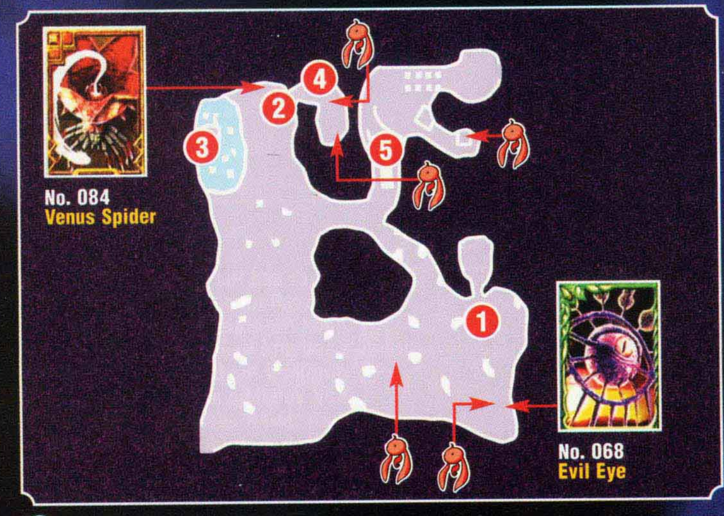
10 RED FAIRIES: No. 026 Carbuncle



20 RED FAIRIES: No. 035 Berserker

Travel through Gromtull Desert

Gromtull Desert is a place of ancient ruins and rolling sand dunes. Mummies and Lizardmen patrol the desert in search of naive adventurers. Tara stumbles upon a lone set of footsteps in the sand and is unsure if they belong to friend or foe.



1 MUMMY TOMB



Ancient tombs often hold treasures, as do the ones in Gromtull Desert. Activate the lever to open the tomb door—watch out for the four mummies lurking inside. Open the chests inside the tomb to get three new cards—two Mummy cards and a Pixie card.


No. 014 Mummy


No. 014 Mummy


No. 193 Pixie

2 RESCUE JARVI



While Jarvi was searching for Red Fairies amid the sand dunes of Gromtull Desert, he became trapped in a tomb. Pick up the bottle near the satchel in the desert's northwestern corner. Take the bottle to the south-eastern corner and fill it from the bubbling pool of black liquid. Return to the oasis area and pour the black liquid on the lever to open the tomb door.

3 TREASURE AT THE OASIS



A lone treasure chest sits in the center of the oasis near the cave where you'll find Jarvi. Use a Transform card to fly to the chest and collect the Bum Hagan card inside.

No. 173 Bum Hagan

4 TREASURE LEFT BEHIND



When you saved Jarvi, you might have noticed two chests behind him. You couldn't reach the treasure when you freed Jarvi—return to the cave later to retrieve the two cards and the Red Fairies inside.


No. 031 Running Bird


No. 043 Sand Beetle

5 REACH THE REST OF THE DESERT



After you defeat the Sand Worm, transform into the Hell Hound. Jump onto the blocks to reach a new area of Gromtull Desert. Defeat the masked man to receive one of the seven Runestones necessary to open the secret Isamat Urbur area located through the nobleman's residence.

Siege the Kendarie Fortress

The Kendarie Fortress marks the border between Bhashea and Kendaria. Victor has his sights set on the Kendarian Army's Runestone stash as the bandit troupe's next big heist. It's up to Tara to penetrate the fortress and open the front gate.

1 SLIP BY IN THE SHADOWS



The Kendarie Fortress is heavily guarded by mechanical monstrosities and sweeping searchlights. Watch the pattern in which the searchlights move and try to avoid their paths. If a searchlight catches you, the light will follow you and summon an Aggressor GL2 to attack you.

2 GET THE BLUE KEY



Many areas of the Kendarie Fortress require one of three colored keys—the Blue Key, the Red Key and the Green Key—to open. Tara must defeat the Kendarie soldier who holds each key to access the locked areas. Kendarie soldiers carry manufactured Runestones, which allow them to summon lesser monsters. Defeat the first Kendarie soldier to proceed and obtain the Blue Key.

3 THE SEARCHLIGHT GATE SWITCH



Activating switches is a good thing—always. The searchlight gate switch may not seem to do anything when you activate it, but it's crucial that you do—you'll gain access to callout 4 on the Kendarie Fortress map displayed above. If you forget to activate the switch, you'll run into a closed gate when you try to proceed through the fortress.

4 GET THE RED KEY

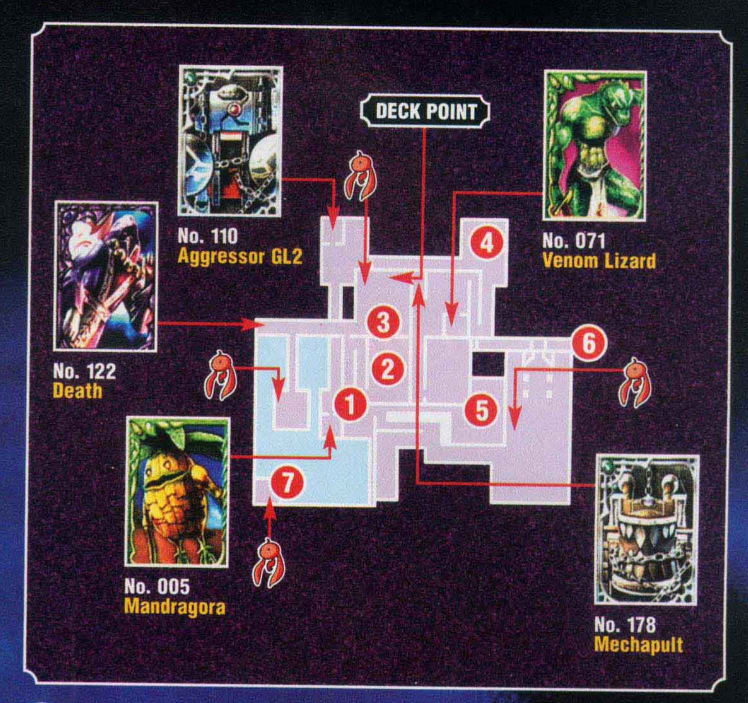


Similar to the Kendarie soldier who held the Blue Key, the bearer of the Red Key will summon monsters to attack you. Use Weapon-type and Independent-type monsters to attack the Kendarie soldier and to keep his summoned monsters from attacking Tara directly. Watch out for the soldier's Dark Raven summon. Defeat the Kendarie soldier to obtain the Red Key.

5 GET THE GREEN KEY



The final key to the Kendarie Fortress is the Green Key—it isn't necessary to complete your mission, but it will grant you access to a chest with a Death card inside. The Death card is powerful, but the Kendarie soldier who holds the Green Key is quite formidable—the choice to fight or not is yours. You can always return later to get the card.



6 OPEN THE GATE



Victor and the remaining Scorpions are waiting patiently for Tara to open the front gate so they can proceed into Kendaria. After you've obtained the Blue Key and the Red Key, you'll be able to open every door that leads to the front gate switch. Activate the switch to open the Kendarie Fortress's front gate to complete your mission.

7 OUT-OF-REACH TREASURE



Return to the Kendarie Fortress after you've obtained a Transform card that enables you to fly. Destroy the Mechapult before you fly over the water to the chest or it'll shoot you down.

No. 191
UberBomberBot

Tara's Tale Unfolds

Tara and the Band of the Scorpion proceed into Kendaria, where their fates take an unexpected turn. What is Tara's true identity and what evil is the Kendarian Army meddling with? We've shown you a mere glimpse of what's in store—with a two-player battle option, more than 200 cards and two endings to experience, you'll have to check out the rest for yourself!



The concept is quirky, but the execution is impressive. Hip-hop and body slams merge in a must-have title from Electronic Arts and Aki.

PICK YOUR BATTLE

Despite the absence of some traditional wrestling features, such as cage matches and metal chairs, Def Jam's unique Story mode and multiplayer contests will satisfy the brawler inside everyone. The game offers more than 45 fighters and 12 lively venues.

Go Underground



Story mode drops you into the underground world of fight clubs, where a boss named D-Mob is king. Each victory unlocks new characters.

Multiplayer



Battle mode allows you to set up any combination of fights for up to four players. Characters you unlock in Story mode will be available for multiplayer action.

Survival

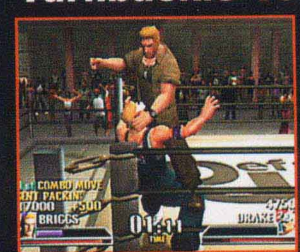


In Survival mode, you face each of the game's characters in sequence. Only skilled fighters will survive the marathon quest.

BEAT THE STREET

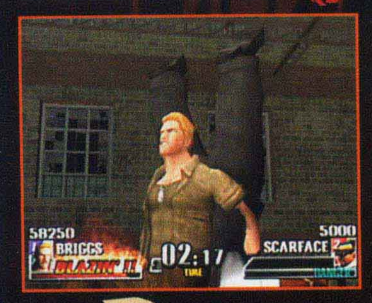
Each fighter has unique attributes. Large fighters, for example, pack a powerful punch but move slowly. A fighter who's low on stamina will have a hard time recovering from combos. Take time to formulate a strategy before every bout.

Turnbuckle Torture



Combos offer a quick way to lower a fighter's energy. Grab your opponent with the A Button, then throw him toward a turnbuckle using the X Button. Once he's stunned, approach and press B to unleash a flurry of hits.

Blazin' Finale NP



When your fighter's momentum meter is full, enter Blazin' mode then grab your opponent and wiggle the C Stick to perform a bone-crunching finisher. Visit nintendopower.com to see a painful KO in action.

Sweet Submission



When a fighter is down, you can weaken one of his body parts using the Control Stick and the A Button. If an opponent attacks you in that manner, tap any button furiously to escape.

Turning the Tide




Never give up—a battle can change in an instant. Land a series of blows to build momentum, and don't forget to show-boat to get the crowd on your side. Ride the wave of support to a shocking victory.

THE FACE CLUB

Story mode begins innocently enough, with you volunteering for a few fights in place of your injured friend, Manny. But when your ex-girlfriend appears, things start to get ugly. To beat D-Mob, you'll need to earn cash and build up your skills.

Peewee



Your first fight should be a cakewalk. Stay in motion—Peewee is big, but you can run circles around him.

Drake



Take advantage of Drake's pathetic defense, but don't finish him too quickly—more pain for him equals more points for you.

Catfights

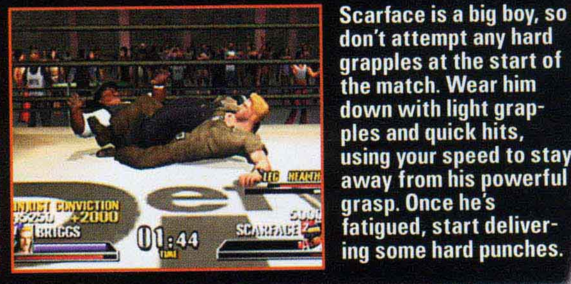




When a catfight ensues, choose the girl you want as your main squeeze then enter the ring as her. The story will proceed regardless of the outcome, but you'll unlock the winner's photos if you're victorious. At first, Deja is your girl, but that will change.

Scarface





Scarface is a big boy, so don't attempt any hard grapples at the start of the match. Wear him down with light grapples and quick hits, using your speed to stay away from his powerful grasp. Once he's fatigued, start delivering some hard punches.

THE WAREHOUSE

After your successful romp at the Face Club, you'll be ready to battle a tougher collection of opponents. Remember that you can exit the story at any time to earn extra cash in Survival mode. Increasing your fighter's abilities is crucial to success.



Sketch

Another chump. Sketch's poor defense leaves him vulnerable to hard grapples and constant combos.

Ruffneck

The crowd has no love for Ruffneck. Get the fans on your side by being aggressive from the outset.



Steel

Steel is strong but slow. Avoid his grapples and keep dancing, taking advantage of his low stamina.



Razor

Don't let Razor catch you in his gargantuan grip. Follow quick jabs with hard grapples.

T'ai Monique



The ladies are moving in, and Deja isn't taking kindly to the intrusion. So who's it gonna be? Choose a lady and prepare for a wild rumble. The acrobatic girlfriends often produce highly entertaining fights.



A Challenge from N.O.R.E.





N.O.R.E. is the second Def Jam artist you'll battle, and he's the toughest brawler so far. All the Def Jam artists you'll meet from here on out are difficult opponents. N.O.R.E. likes to use his powerful hands, so prepare to block his attacks.



Girl Fight

The victory over N.O.R.E. has inspired another groupie to risk her bones to win your heart. Enjoy the brawl between T'ai and Opal, then get back to business. Power up your fighter before you move on to the next venue.



Zaheer & Peewee

Manny is ready to get back in the ring, and he has coerced you into partnering up for a tag-team match. To switch between the two fighters during the match, press the Y Button. The best strategy is to lead your opponent out of the ring and KO him while your partner battles the other enemy. See the next page for more tag-team tips.

SANCTUARY

Don't be fooled by the name—the Sanctuary is no safe haven. The elite fight club is home to four thugs who plan on making you pray for mercy. By the time you leave, you should be the one doing the preaching. Stick with light grapples until you've weakened your opponent.



Dan G

Attack Dan G's glass jaw with quick jabs, then finish him with hard grapples. Watch for his spin kicks.



Iceberg

Nice threads. Too bad they're about to get bloodied. Lure Iceberg with taunts, then slam him to the mat.



Headache

He looks tough, but he's nothing special. Headache's defense is weak. Wear him out and counter often.



Moses

A mighty name for a mighty man. Moses is powerful but sluggish. Use light grapples and quick strikes.

All for Love



Ferocious females are once again fighting for your affection. Unfortunately, this is the last fight you'll see. Win the match to unlock more photos.





Chukklez & Sketch

It's nearly impossible to win a tag-team match by submission hold or pin. Before you can count to three, your opponent's partner will be in your face. When all four fighters are in the ring at once, chaos rules. Focus on the opponent who has been tagged in and lead him away from the melee.





Ludacris Legs





He's fast, strong and smart, but you can beat him if you focus on his legs. Start with light grapples and submission holds on his legs. Once he starts to slow down, attack aggressively. Be prepared for lots of reversals—his defense is stellar.

THE DRAGON HOUSE

You're one step closer to the big time, but the legends of The Dragon House aren't impressed. By now you should have powered up your fighter, focusing heavily on strength and grappling. Without improved skills, you won't survive the upcoming matches.

Nyne

A good defender who's skilled at reversals, Nyne should present a challenge.



Cruz

Finish the match quickly, because Cruz has enough stamina to last a lifetime.



Masa

Wear down Masa with light grapples and turn up the aggression when he gets tired.



Arii & Ruffneck

The match is no different from the previous tag-team contests. Focus on one enemy and stay away from brawls involving all four fighters. Don't forget that you can KO an opponent outside the ring. If you find yourself pitted against Arii, run circles around the muscular Russian and avoid his strong grasp. Ruffneck is easier to defeat.



Redman & Method Man



The tag-team champs are far better than any fighters you've faced thus far, but Redman is slightly weaker than Method Man. They love to reverse, so stay away from hard grapples. They also own the crowd—don't let them taunt excessively.

EYE ON THE PRIZE

D-Mob doesn't like how close you're getting to Angel, so he'll send more henchmen after you—at one point forcing you to take on three thugs at once. But no challenge is too much for a man determined to win back his woman and his pride.



TREKKING BACK & LOOKING FORWARD

The longer you gaze into the brilliant Pokémon Ruby and Sapphire, the more you'll realize how phenomenal the Pokémon universe is. This month Pokécenter spotlights many developments—but first we head back to Hoenn for our continuing walk-through!



CHALLENGE YOUR FATHER

Last issue our walk-through helped you vanquish Flannery, the Lavaridge Gym Leader, to earn your fourth Gym Badge. Your dad, the Petalburg City Gym Leader, refused to battle you until you earned four badges, so speed back to his Pokémon Gym and take on your highly respected pop.

Pedal Back to Petalburg, Pronto!





The fastest way to get from Lavaridge to Petalburg is to hop on the Mach Bike and speed to Rustboro City via the Rusturf Tunnel shortcut. From Rustboro, head south through Petalburg Woods to Petalburg City.

Petalburg Gym: Recommended Pokémon for Battling Norman



Your dad battles with three powerful Normal-type Pokémon. Hariyama has the Fighting-type moves to put them in their place. Norman's Pokémon deliver extreme damage—so shut them down with Wobbuffet. Its HP is extremely high, giving it time to use its Charm, Counter and Destiny Bond against attackers.

Petalburg Gym Pokémon Trainers

01 **Cool Trainer Randall**
Delcatty NRM ♀ L27

02 **Cool Trainer Mary**
Delcatty NRM ♀ L27

03 **Cool Trainer Parker**
Linoone NRM ♂ L27

04 **Cool Trainer Lori**
Linoone NRM ♀ L27

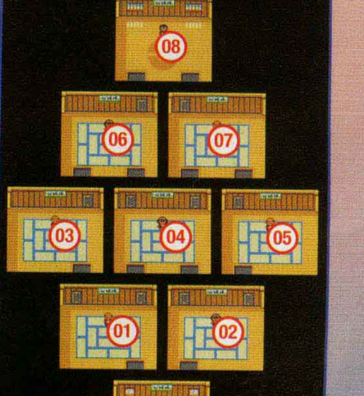
05 **Cool Trainer George**
Linoone NRM ♂ L27

06 **Cool Trainer Jody**
Zangoose NRM ♀ L27

07 **Cool Trainer Berke**
Zangoose NRM ♂ L27

08 **Leader Norman**
Slaking NRM ♂ L28
Vigoroth NRM ♂ L30
Slaking NRM ♂ L31

PETALBURG GYM



SURF 'N' TURF

After you defeat your dad, he'll give you the Balance Badge, which allows you to use HM 03 (Surf) outside of battle. Surfing opens many new vistas for exploration, including some in areas that you've previously raced through on Mr. Briney's boat.

ROUTE 105 ← ROUTE 104 / → ROUTE 106

Grab HM 03 then Hit the Waves, Dude!





Visit Wally's parents in Petalburg after you topple your pop. In appreciation for the help you've given their son, they'll give you HM 03. Head to Mr. Briney's shack to the west of Petalburg, then Surf on Routes 105, 106, 107, 108 and 109 to find Trainers and new areas.

Route 105 Pokémon Trainers

09 **Swimmer♀ Dawn**
Marill WTR ♀ L27

10 **Swimmer♀ Beverly**
Wailmer NRM ♀ L26 (x2)

11 **Swimmer♂ Luis**
Carvanha WTR DRK ♂ L27

12 **Ruin Maniac Foster**
Sandshrew GRD ♂ L26
Sandslash GRD ♂ L26

13 **Swimmer♂ Austin**
Magikarp WTR ♂ L25
Tentacool WTR PSN ♂ L25
Wingull WTR FLY ♂ L25

Route 107 Pokémon Trainers

16 **Swimmer♀ Beth**
Marill WTR ♀ L25
Goldeen WTR ♀ L25
Wingull WTR FLY ♀ L25

17 **Swimmer♂ Darrin**
Tentacool WTR PSN ♂ L27

18 **Sis and Bro Lisa & Ray**
Goldeen WTR ♂ L28
Tentacool WTR PSN ♂ L26

19 **Swimmer♂ Tony**
Carvanha WTR DRK ♂ L27

20 **Swimmer♀ Denise**
Wingull WTR FLY ♀ L27

Route 108 Pokémon Trainers

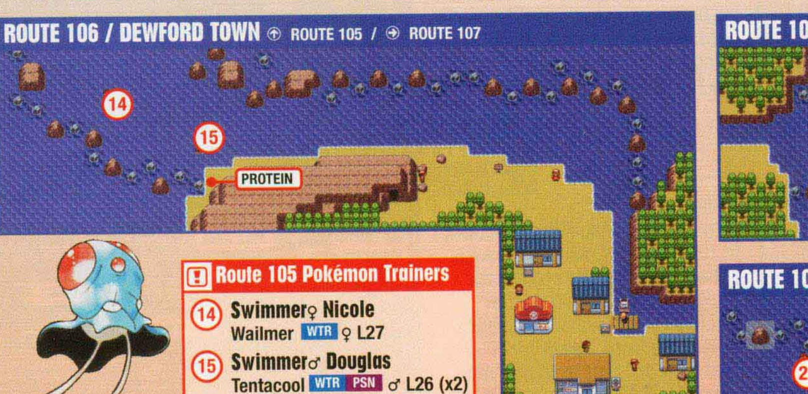
21 **Swimmer♀ Tara**
Horsea WTR ♀ L26
Marill WTR ♀ L26

22 **Swimmer♂ Jerome**
Tentacool WTR PSN ♂ L26
Wingull WTR FLY ♂ L26

23 **Swimmer♀ Missy**
Goldeen WTR ♀ L24
Wingull WTR FLY ♀ L24
Marill WTR ♀ L24
Wailmer WTR ♀ L24

24 **Swimmer♂ Matthew**
Carvanha WTR DRK ♂ L27

ROUTE 106 / DEWFORD TOWN ← ROUTE 105 / → ROUTE 107

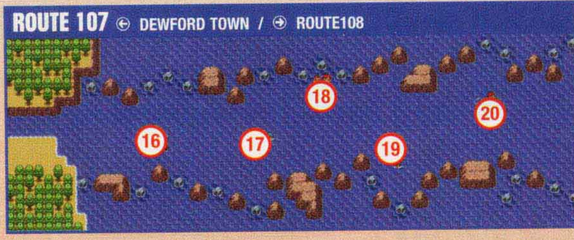


Route 105 Pokémon Trainers

14 **Swimmer♀ Nicole**
Wailmer WTR ♀ L27

15 **Swimmer♂ Douglas**
Tentacool WTR PSN ♂ L26 (x2)

ROUTE 107 ← DEWFORD TOWN / → ROUTE108



ROUTE 108 ← ROUTE 107 / → ROUTE 109



THE ABANDONED SHIP

Paddle up to the rusting ocean liner on Route 108. There's more to the ship than meets the eye. You'll need to return later in your travels to plumb its depths. During your first visit, loot the upper area of its goodies.

Hit the Deck Now, Dive Later



First visit the scientist on the upper level—he'll speak of the ship's hidden treasure. Collect the Storage Key near him then head to the lower level and unlock the door shown to the left. You'll find TM 13 (Ice Beam) inside the room.

On the same lower level, you'll enter a room that has been partially flooded. Unfortunately, you don't yet have HM 08 (Dive), which allows you to go underwater. Return after you gain the power to discover a fascinating subquest.

ABANDONED SHIP DECK

ABANDONED SHIP 1F

ABANDONED SHIP B1

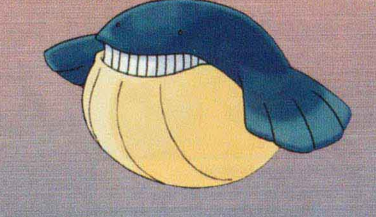


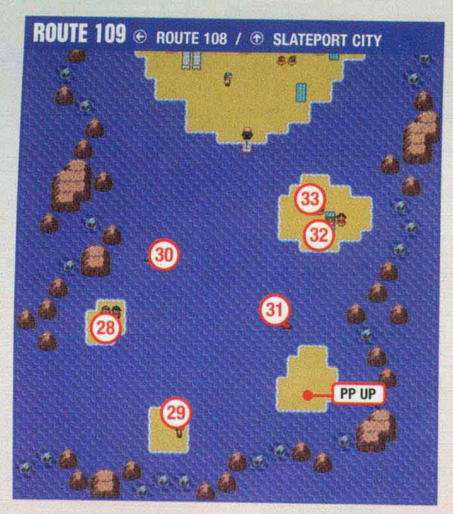
Abandoned Ship Pokémon Trainers

25 **Sailor Duncan**
Wailmer WTR ♂ L26 / Machoke FTG ♂ L26

26 **Tuber Charlie**
Marill WTR ♂ L27

27 **Young Couple Lois & Hal**
Volbeat BUG ♂ L27 / Illumise BUG ♀ L27



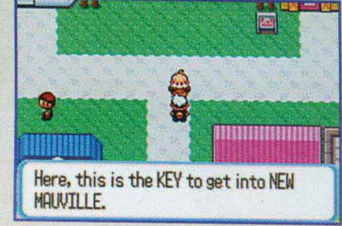


Route 109 Pokémon Trainers

28. **Young Couple Mel & Paul**
    Dustox BUG PSN ♂ L27
    Beautifly BUG FLY ♂ L27
29. **Fisherman Carter**
    Tentacool WTR PSN ♂ L23
    Tentacool WTR PSN ♂ L24
    Wailmer WTR ♂ L24
    Tentacool WTR PSN ♂ L25
30. **Swimmer♂ David**
    Wingull WTR FLY ♂ L26
    Carvanha WTR DRK ♂ L26
31. **Swimmer♀ Alice**
    Goldeen WTR ♀ L25 (x2)
    Wingull WTR FLY ♀ L25
32. **Tuber Gwen**
    Marill WTR ♀ L27
33. **Tuber Carmen**
    Marill WTR ♀ L27

The Latest Buzz from Mauville City





After you defeat your dad, Wattson will emerge from his Mauville City Pokémon Gym and wait for someone to accept his vital mission. To reach him in a jiffy, Surf to Slateport then bike up Cycling Road to Mauville.

ROUTE 110 ⊕ SLATEPORT CITY / ⊕ MAUVILLE CITY

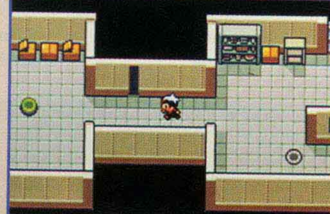
NEW MAUVILLE

NEW MAUVILLE: SHOCKING!

Who knew that a *New* Mauville existed? Wattson explains that the nearby subterranean area holds an electric generator that's gone out of control—and you need to shut it off. New Mauville crackles with Electric-type Pokémon, so take Ground-types with you to counter them.

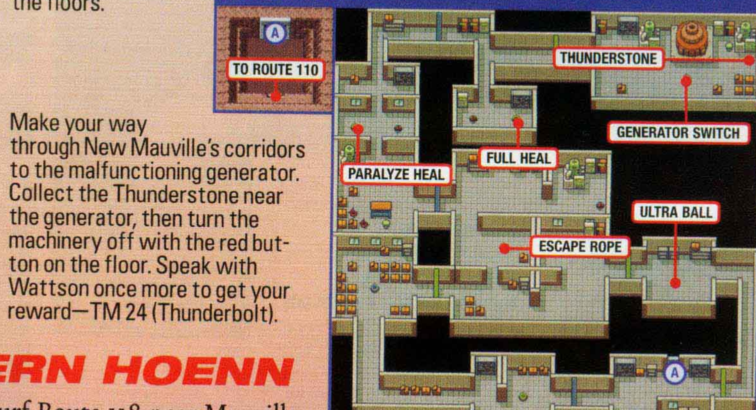
Just a Skip and a Jump from Mauville





Bound across the waves southeast of Mauville to reach a peninsula. Enter the cave there to discover New Mauville. The sprawling underground area is filled with gates—open them using the buttons on the floors.





Thunder through the Secret City



Make your way through New Mauville's corridors to the malfunctioning generator. Collect the Thunderstone near the generator, then turn the machinery off with the red button on the floor. Speak with Wattson once more to get your reward—TM 24 (Thunderbolt).

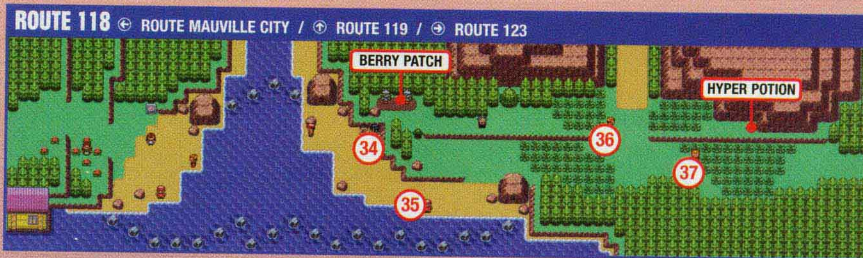
MAKE A SPLASH IN EASTERN HOENN

You've made yourself a force to be reckoned with in the west. Surf Route 118 near Mauville to reach the vast eastern territory. In time, you'll cross the ocean to find many islands. Get your feet wet with a few encounters first.

Reel in a Better Rod



As soon as you land on the beach on the other side of Route 118, speak with the man on the shore. He'll give you the Good Rod, which will help you catch different kinds of Pokémon.



Route 118 Pokémon Trainers

34. **Interviewer Gabby & Ty**
    Magnemite ELC STL L27 / Loudred NRM ♂ L27
35. **Fisherman Barney**
    Carvanha WTR DRK ♂ L26 (x2)
36. **Bird Keeper Chester**
    Taillow NRM FLY ♂ L26 / Swellow NRM FLY ♂ L26
37. **Bird Keeper Perry**
    Wingull WTR FLY ♂ L27

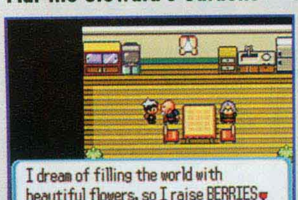
Lights, Camera, Action—Rematch!





Interviewer Gabby and Ty are hot on your trail. You fought them during your earlier travels in western Hoenn, and they want another fight. If you defeat them, you'll soon see your exploits on television.

Mar the Steward's Gardens—It's a Good Thing





The Berry Master oversees the biggest garden in Hoenn. Speak with him to get new berries, then harvest his berries to clear the dirt patches for your own gardening ambitions.



Route 123 Pokémon Trainers

38. **Aroma Lady Violet**
    Shroomish GRS ♀ L25 /
    Gloom GRS PSN ♀ L25 /
    Breloom GRS FTG ♀ L25
39. **Twins Miu & Yuki**
    Beautifly BUG FLY ♂ L27 /
    Dustox BUG PSN ♂ L27

ROUTE 119 ⊕ ROUTE 118 /

WEATHER INSTITUTE, HYPER POTION, ELIXIR, LEAF STONE, ZINC, HYPER POTION, SUPER REPEL

SOMETHING WICKED IN THE WIND

Team Aqua or Team Magma attempted to wreak atmospheric havoc on Mount Chimney, and it's up to far worse misdeeds in eastern Hoenn. Head northward on Route 119 to reach the Weather Institute, where the mischief-makers are up to new tricks.

Route 119's Endless Diversions





Route 119 has many Trainers who are part of a group called the Mimic Circle—show 'em that a powerful Trainer like you can't be copied. The river that winds through the route has many private shores. Explore them using Surf and the Acro Bike.

Route 119 Pokémon Trainers

40. **Bug Catcher Kent**
    Ninjask BUG FLY ♂ L26
41. **Bug Maniac Donald**
    Wurmple BUG ♂ L25
    Beautifly BUG FLY ♂ L25
    Silcoon BUG ♂ L25
42. **Bug Catcher Greg**
    Volbeat BUG ♂ L26
    Illumise BUG ♀ L26
43. **Bug Maniac Taylor**
    Wurmple BUG ♂ L25
    Dustox BUG PSN ♂ L25
    Cascoon BUG ♂ L25
44. **Bug Catcher Doug**
    Nincada BUG GRD ♂ L26 (x2)
45. **Bug Maniac Brent**
    Surskit BUG WTR ♂ L27
46. **Fisherman Eugene**
    Magikarp WTR ♂ L30
    Tentacool WTR PSN ♂ L21
    Feebas WTR ♂ L27
    Carvanha WTR DRK ♂ L24
47. **Pokémon Ranger Catherine**
    Gloom BUG PSN ♀ L27
    Roselia GRS PSN ♀ L27
48. **Pokémon Ranger Jackson**
    Breloom GRS FTG ♂ L28
49. **Bird Keeper Phil**
    Taillow NRM FLY ♂ L25
    Wingull WTR FLY ♂ L25
    Swellow NRM FLY ♂ L25
50. **Ninja Boy Takashi**
    Nincada BUG GRD ♂ L25
    Ninjask BUG FLY ♂ L25
    Koffing PSN ♂ L25
51. **Bird Keeper Hugh**
    Swellow NRM FLY ♂ L27

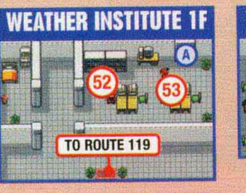
Saving the Day and Nabbing Castform







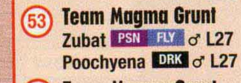
You can't cross the bridge to Fortree City until you've taken care of business at the Weather Institute. After you defeat the team inside, you'll get the weather-changing Pokémon, Castform.











Team Magma

52. **Team Magma Grunt**
    Numel FIRE GRD ♀ L28
53. **Team Magma Grunt**
    Zubat PSN FLY ♂ L27
    Poochyena DRK ♂ L27
54. **Team Magma Grunt**
    Poochyena DRK ♂ L27
    Numel FIRE GRD ♂ L27
55. **Team Magma Grunt**
    Poochyena DRK ♂ L26
    Zubat PSN FLY ♂ L26
    Numel FIRE GRD ♂ L26
56. **Aqua Admin Courtney**
    Numel FIRE GRD ♀ L28
    Mightyena DRK ♀ L28

Team Aqua

52. **Team Aqua Grunt**
    Carvanha WTR DRK ♀ L28
53. **Team Aqua Grunt**
    Zubat PSN FLY ♂ L27
    Poochyena DRK ♂ L27
54. **Team Aqua Grunt**
    Poochyena DRK ♂ L27
    Carvanha WTR DRK ♂ L27
55. **Team Aqua Grunt**
    Poochyena DRK ♂ L26
    Zubat PSN FLY ♂ L26
    Carvanha WTR DRK ♂ L26
56. **Aqua Admin Shelly**
    Carvanha WTR DRK ♀ L28
    Mightyena DRK ♀ L28

ONWARD, INTREPID TRAINERS ➔

Next month, our strategy coverage takes an exciting new direction. But keep reading! We've got a lot more Pokémon info this issue, including a preview of Pokémon games in the works, the fifth Pokémon movie and Pokémon TCG news.

CATCH 'EM ALL BY CATCHING 'EM BOTH

Seeking Solrock or looking for Lunatone? You'll need to explore Hoenn in both Pokémon Ruby Version *and* Pokémon Sapphire Version to catch every Pokémon. Although you can get Pokémon by trading with another Trainer, you'll control your own destiny by playing both games yourself and trading between them. You'll also reap the second trading benefit—traded Pokémon earn experience much faster!





EXCLUSIVE TO POKÉMON RUBY VERSION

#22 SEEDOT
TYPE: GRASS

Wake up and smell the coffee! You'll want Seedot on your team—if you can catch one with the Early Bird ability, which lets it shrug off Sleep easily.

#23 NUZLEAF
TYPE: GRASS-DARK

When Nuzleaf matures to a very high level, it gains the new Extrasensory move, which devastates enemies with its Psychic-type blast.

#199 GROUDON
TYPE: GROUND

You'll have one shot to capture the legendary Pokémon. Use the Master Ball if you must, because Groudon's Eruption blows away the competition.

#24 SHIFTRY
TYPE: GRASS-DARK

You won't find Shiftry roaming wild. You'll need to evolve it from Nuzleaf. It's worth the effort—Shiftry has boosted stats that make it a force of nature!

#149 DUSCLOPS
TYPE: GHOST

You can catch a wild Dusclops only in Pokémon Ruby. It's one of two Pokémon that can put Pressure on foes to make them lose PP.

#69 MAWILE
TYPE: STEEL

No collection is complete without Mawile—it's one of the oddest, and its steel jaws can pry open most defenses.

#123 ZANGOOSE
TYPE: NORMAL

Quick to the punch, Zangoose has a high Speed that can't be sneered at—and its fierce Crush Claw makes it a lean, mean fighting machine.

#126 SOLROCK
TYPE: ROCK-PSYCHIC

Solrock and its cousin Lunatone are the only Pokémon of this mind-blowing dual type, and Solrock alone brings out savage radiance with its Solarbeam attack.

#197 LATIOS
TYPE: DRAGON-PSYCHIC

One of the stars of the new Pokémon movie, Latios shines when it shares the spotlight with its sister, Latias. They're an amazing duo in a two-on-two battle.

FIND FOUR FASTER

Tired of scouring Hoenn in search of Duskull, Illumise, Koffing and Minun? You can find them in both games, but they appear more often in Pokémon Ruby Version.

#148 DUSKULL — TYPE: GHOST

#87 ILLUMISE — TYPE: BUG



#108 KOFFING — TYPE: POISON



#81 MINUN — TYPE: ELECTRIC



EXCLUSIVE TO POKÉMON SAPPHIRE VERSION

#198 KYOGRE
TYPE: WATER

As if its Water Spout move didn't drown out the competition already, its Drizzle ability adds a torrent of Water-type pain. Catch it—you'll have only one chance.

#68 SABLEYE
TYPE: DARK-GHOST

Sableye carries a treasure trove of rare Dark- and Ghost-type moves. With its incisive Keen Eye ability, it refuses to let foes mess with its impressive Accuracy.

#124 SEVIPER
TYPE: POISON

The slithering Pokémon carries its Poison Tail attack during its young days. As it matures it develops one of the most lethal Poison-type attacks—Poison Fang.

#125 LUNATONE
TYPE: ROCK-PSYCHIC

No other Pokémon has this potent dual type, save its cousin, Solrock. But Lunatone alone shows off its vibey side with a big arsenal of Psychic-type moves.

#147 BANETTE
TYPE: GHOST

You can get Banette by evolving it from Shuppet, but you can catch it only in Pokémon Sapphire. Its awesome Grudge move is the utmost in sabotage.

#19 LOTAD
TYPE: WATER-GRASS

If Lotad has the Rain Dish ability, it can turn rain into a steady stream of HP. It's a good thing Lotad can learn Rain Dance, which causes a five-turn rainstorm.

#20 LOMBRE
TYPE: WATER-GRASS

At a high level, Lombre learns Water Sport, which makes Fire-type Pokémon laughing stocks in battle—and its Hydro Pump blasts 'em off the field.

#21 LUDICOLO
TYPE: WATER-GRASS

Ludicolo doesn't wander wild—you'll need to raise it from Lombre. If you wait long enough to do so, Ludicolo will be able to lend bold stats to an obnoxious Uproar attack.

#196 LATIAS
TYPE: DRAGON-PSYCHIC

Just like its brother, legendary Latias can use the Helping Hand move. In two-on-two tandem, they boost each other's powers into the stratosphere.

CATCH 'EM QUICKLY

Though Shuppet, Volbeat, Grimer and Plusle are in both games, you won't have to look for them for nearly as long if you search for them in Pokémon Sapphire Version.

#146 SHUPPET — TYPE: GHOST



#86 VOLBEAT — TYPE: BUG

#106 GRIMER — TYPE: POISON

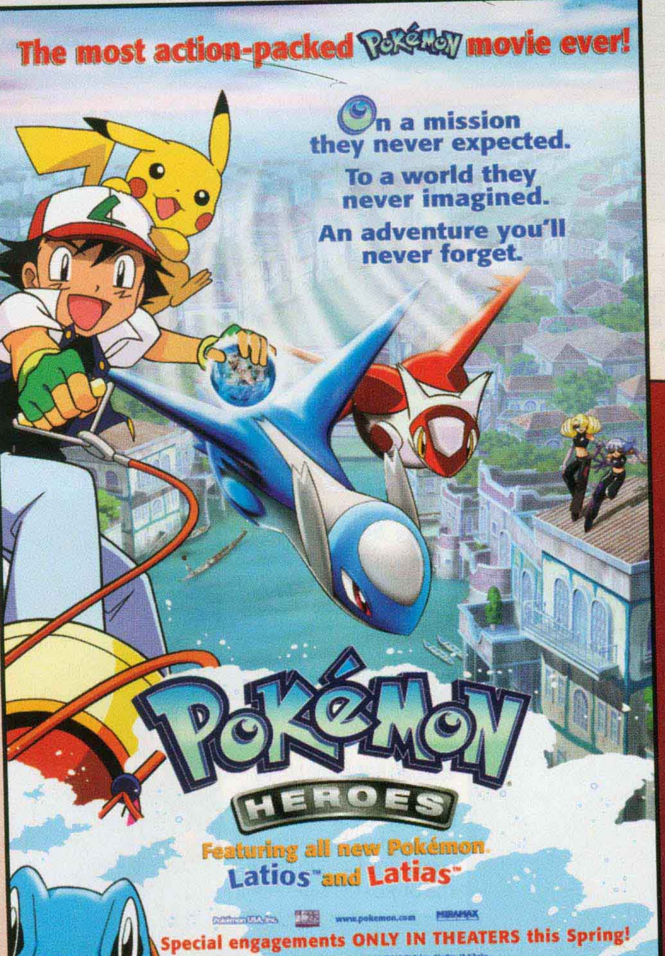
#80 PLUSLE — TYPE: ELECTRIC

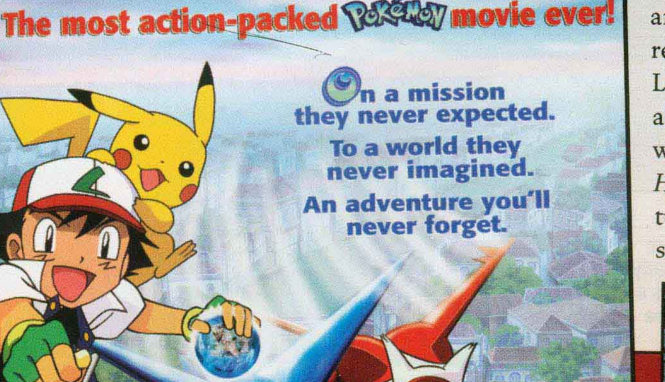


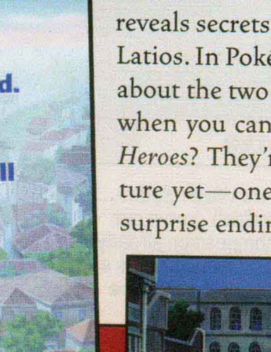


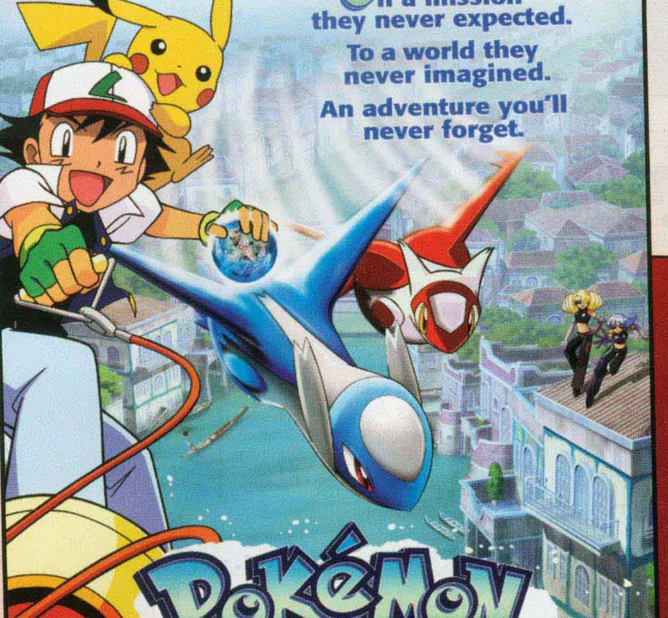


LATIAS & LATIOS SIGHTING!

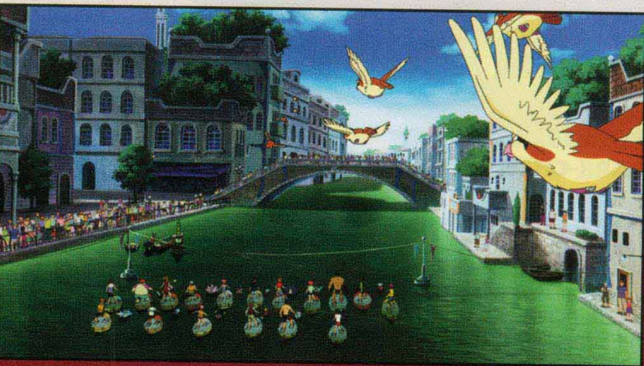


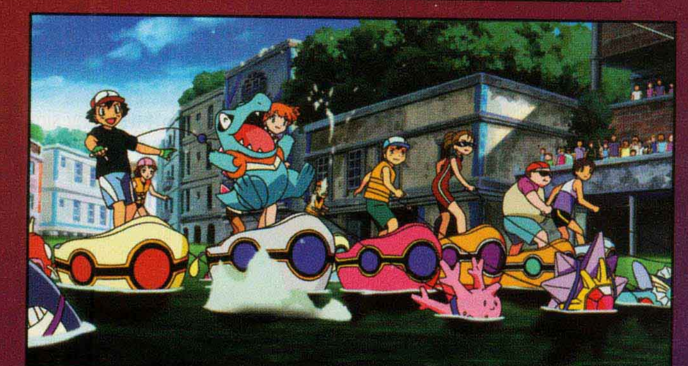






On May 16, the fifth Pokémon movie—*Pokémon Heroes*—hit theaters and took the Pokémon phenomenon in a new direction. The movie reveals secrets about two of the most elusive new Pokémon, Latias and Latios. In Pokémon Ruby and Sapphire, you'll eventually see TV shows about the two mysterious Pokémon. But why wait for televised tidbits when you can get the full scoop on Latias and Latios from *Pokémon Heroes*? They're part of the most mysterious Pokémon movie adventure yet—one that begins in legend and ends with a tsunami-sized surprise ending!





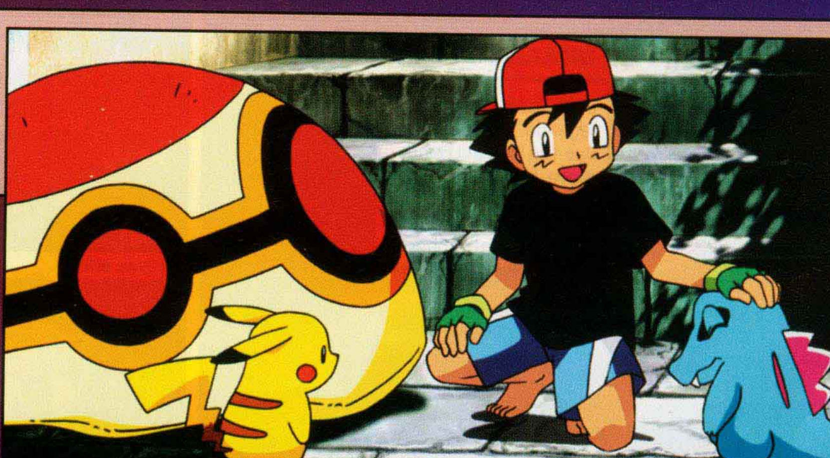


Ash, Misty and Brock have come to the river city of Altomare (patterned after the Italian city of Venice), where Ash and Misty enter a river race. Misty's specialty in Water-type Pokémon gives her a great edge in any aquatic competition, but Ash has his eager Totodile pulling for him.





When Ash takes a sudden lead over Misty, he wonders what's gotten into his Totodile. But it's what's gotten above Totodile—an invisible, powerful Pokémon—that's the secret to its speed. Their victory is certain . . . until the invisible Pokémon leads them down the wrong canal to a crashing end.

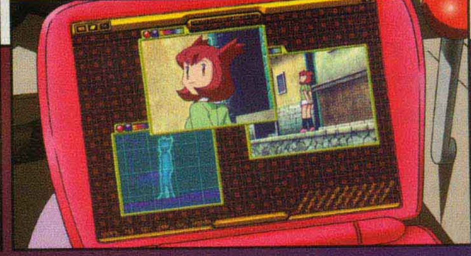




Misty claims the prize for the race—a medallion emblazoned with two Pokémon that she learns are central to the Altomare legend. Could the legendary Pokémon be real?



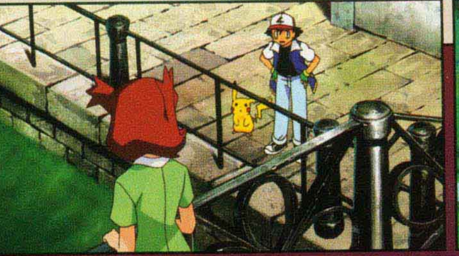
Two villainesses, Oakley and Annie, know the truth are combing Altomare in search of Latias, Latios and their powerful Soul Dew jewel.



The outrageously coiffed duo is equipped with the latest fashions and technology—including gear that helps them see through the human forms that Latias and Latios adopt.



When the pair pounces on an unsuspecting girl and sics their Ariados and Espeon on her, Ash and Pikachu stumble onto the scene and save the girl from her tormentors.



The girl flees the scene and later, when Ash finds her again, flies the coop once more. She doesn't work hard to lose him, however, so Ash discovers her secret.



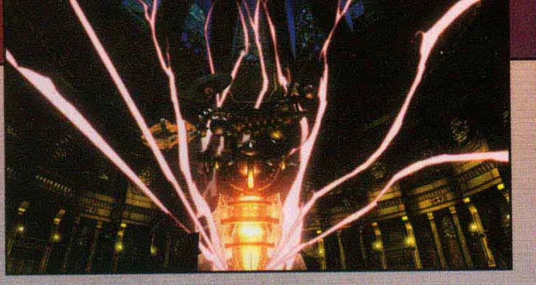
Ash tracks her to a park hidden within Altomare, where the girl protects Ash from an invisible force and reveals her—and her brother's—true identities. They're Latias and Latios.



When the secret leaks, Oakley and Annie exploit the legendary Pokémon—and their awesome Soul Dew jewel—to harness primal energies. Oakley soon goes mad with power, using the energy to resurrect fossilized Pokémon and control the ocean around Altomare. Can Ash save Latias and Latios and restore harmony to Altomare? You'll want to catch *Pokémon Heroes* in theaters to find out!









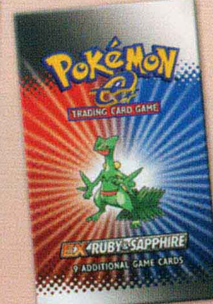
BRIGHT FUTURE IN THE CARDS FOR TCG

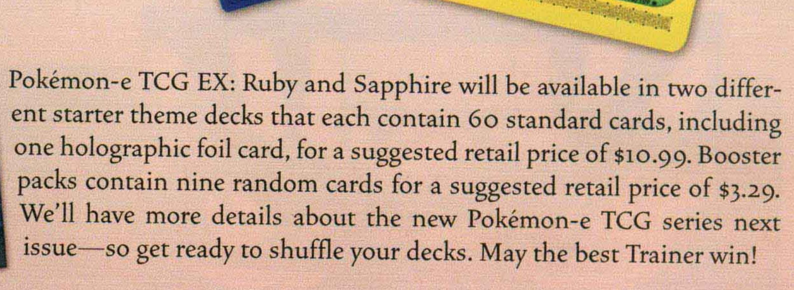
What's the ETA on the next Pokémon-e TCG series? Get your decks ready—the new Pokémon-e Trading Card Game EX: Ruby and Sapphire will hit stores on June 18!

Pokémon-e TCG EX: Ruby and Sapphire cards will fit in perfectly with all the cards you've been collecting for the last several years. The cards will feature lots of the new Pokémon and their powers. As always, some Pokémon—like Torchic, Mudkip and Treecko—will have more than one type of card, each with a different illustration and moves. Many cards will feature the cutting-edge Dot Code, so that you can continue to scan cards with your e-Reader.

The new series will feature some new game play innovations as well, including ex-marked cards, which feature Pokémon that have jaw-dropping battle powers but a jaw-*shattering* downside when they faint. The new series will also introduce an additional way to play—two-on-two battles!







Pokémon-e TCG EX: Ruby and Sapphire will be available in two different starter theme decks that each contain 60 standard cards, including one holographic foil card, for a suggested retail price of $10.99. Booster packs contain nine random cards for a suggested retail price of $3.29. We'll have more details about the new Pokémon-e TCG series next issue—so get ready to shuffle your decks. May the best Trainer win!

TRAIN FOR UPCOMING GAMES

Nintendo announced major news about upcoming Pokémon games at this year's Electronics Entertainment Expo—we've got a look at big things to come plus a whole lot more gaming news in our E³ article on pages 30-39. Don't miss it!

WE WANT TO KNOW!

We'd love to hear about your adventures with Pokémon Ruby and Sapphire. Which Pokémon are your favorites and why? What dream teams have you assembled for two-on-two battles? Which berries make the best PokéBlocks? What nicknames are you giving your Pokémon? The new games have such depth—so there's plenty to talk about! Send e-mails to pokecenter@nintendo.com, and send letters to the address shown to the right. Subscribers can also join our PokéChat at nintendo.com, held every Wednesday at 3 p.m., Pacific Time.

We also like to get artwork from Pokémon fans! Send mail to:

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A. How old are you?
1. Under 6 2. 6-9 3. 10-12 4. 13-16 5. 17-24 6. 25 or older

B. Sex
1. Male 2. Female

C. What is your favorite strategy review this month?
1. Tom Clancy's Splinter Cell
2. Def Jam Vendetta
3. X2: Wolverine's Revenge
4. Lost Kingdoms II
5. Burnout 2: Point of Impact
6. Pokémon Ruby and Sapphire Versions
7. Wario Ware Inc.: Mega Microgame$
8. Castlevania: Aria of Sorrow
9. Donkey Kong Country

D. What is your favorite special feature article this month?
1. E3
2. Mega Man Network Transmission
3. Wario World
4. Advance Wars 2: Black Hole Rising

E. Do you own a Game Boy Advance SP?
1. Yes 2. No

F. How many Game Boy games do you own?
1. Fewer than five 2. Five to ten 3. More than ten

G. Which upcoming GCN title shown at E3 do you want to own most?
1. Final Fantasy Tactics Advance
2. Soul Calibur II
3. Metal Gear Solid: The Twin Snakes
4. Mario Kart
5. F-Zero GX
6. Resident Evil 4
7. Madden NFL 2004
8. Pikmin 2
9. Star Wars: Rogue Squadron 3: Rebel Strike
10. Pokémon Colosseum

H. Which upcoming GBA title shown at E3 do you want to own most?
1. Final Fantasy Tactics Advance
2. Fire Emblem
3. The Sword of Mana
4. Metroid Zero Mission
5. Mario and Luigi RPG
6. Dragon Ball Z: The Legacy of Goku 2
7. Pokémon Pinball
8. Harvest Moon: Friends of Mineral Town
9. Super Mario Bros. 3: Super Mario Advance 4
10. Mortal Kombat: Tournament Edition

I. Have you tried the e-Reader?
1. Yes 2. No

J. Do you play the Pokémon trading card game, collect Pokémon TCG cards or neither?
1. Play 2. Collect 3. Both 4. Neither

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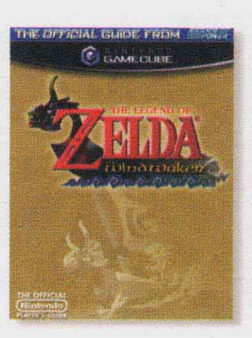
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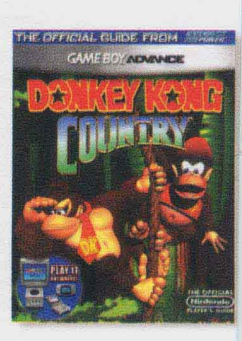
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Got charts? If not, we've got a boatload—and they're sure to help gamers who are trying to complete Golden Sun: The Lost Age. We also dug up news on two brand-new GBA RPGs, so get reading!

EPIC NEWS



It's official—Fire Emblem is coming to America! Long regarded as one of the best RPG series in history, the new Fire Emblem game (which has yet to receive an official English title) revolves around a heroine who must reclaim her place on the throne of Rikea. The game is a slick combination of turn-based fighting and military strategy—players guide large armies on the field of battle and then engage enemies in one-on-one combat. With hundreds of characters, magic spells and weapons, Fire Emblem is a great addition to the GBA library. We'll have more info in the coming months.

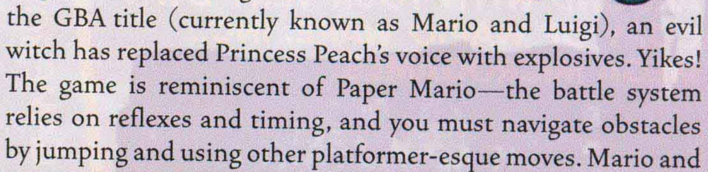












The other big news is the announcement of a new role-playing game starring Mario and Luigi! In the GBA title (currently known as Mario and Luigi), an evil witch has replaced Princess Peach's voice with explosives. Yikes! The game is reminiscent of Paper Mario—the battle system relies on reflexes and timing, and you must navigate obstacles by jumping and using other platformer-esque moves. Mario and Luigi can work separately or team up for super moves and apparently even join forces with Bowser himself before all is said and done! The game debuted at E^3, so look for more info soon.











EPIC TACTICS

Golden Sun: The Lost Age is an incredibly in-depth RPG, and it's easy to overlook some of the details while you focus on the main quest. Join Epic Center as we present an all-inclusive guide to the class system.

CLASSY!

Each character in Golden Sun is assigned a class at the beginning of the game. You can find your character's class by going to the Psynergy menu and looking underneath the character's picture. Changing your class is simply a matter of attaching different Djinn to a character. A character's class determines the type of Psynergy he or she can use and also affects his or her stats—which is where the charts on the next few pages come into play. The class name (Knight, Flame User, etc.) appears at the top of the chart, followed by a picture of which character(s) can attain that particular class. The next lines show the evolution of the class (a Knight, for example, can become a Gallant, Lord or Slayer), which Djinn you must equip and what statistical bonuses you'll receive, if any. The charts under the class chart show the Psynergy you will learn and at which level, and the white box beneath them lists notes about the class. Having a party with different and well-balanced classes (healers, fighters and magic users) is your best tool in the fight against evil. It will take a bit of experimentation to find a balance that you like, so mix and match Djinn to your heart's content.

Golden Sun The Lost Age

LEARNING THE ROPES



You don't need to learn a Psynergy to make use of it later. For example, if Felix is a level-40 Slayer (a division of the Knight class) and decides to become a Ronin (part of the Samurai class) instead, he will gain all of the Ronin's Psynergy (up to level 40) as soon as he equips the proper Djinni.

STATS VS. PSYNERGY



Some of the higher classes give you very powerful Psynergies but low stat bonuses, so choose carefully. Also note that the last three classes (the Pierrot, Dark Mage and Tamer) require you to equip a special item.

KNIGHT

 Felix  Isaac

Felix's and Isaac's default class; characters in the Knight class can learn strong earth attack Psynergy and receive substantial parameter increases.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Squire	–	+10%	-20%	+10%	–	+10%	–
Knight	Venus x2	+30%	-10%	+20%	+10%	+20%	–
Gallant	Venus x4	+50%	–	+30%	+20%	+30%	–
Lord	Venus x6	+70%	+10%	+40%	+30%	+40%	–
Slayer	Venus x8	+90%	+20%	+50%	+40%	+50%	–

LEVEL	PSYNERGY
1	Cure
2	Quake
4	Earthquake
6	Spire
7	Gaia*

LEVEL	PSYNERGY
10	Cure Well
13	Ragnarok**
14	Quake Sphere
19	Revive*
20	Clay Spire

LEVEL	PSYNERGY
24	Mother Gaia*
26	Potent Cure
42	Stone Spire
54	Grand Gaia*

* Class must be higher than Gallant
** Changes to Odyssey after Lord class

FLAME USER

 Jenna

Jenna's default class; as a Flame User, Jenna's a bit down on her luck, but the Healing Aura is great for healing your entire party.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Flame User	–	–	+20%	–	–	+20%	-10%
Witch	Mars x2	+10%	+30%	+10%	+10%	+30%	-10%
Hex	Mars x4	+30%	+40%	+20%	+20%	+40%	-10%
Fire Master	Mars x6	+50%	+50%	+30%	+30%	+50%	-10%
Justice	Mars x8	+70%	+60%	+40%	+40%	+60%	-10%

LEVEL	PSYNERGY
1	Flare
5	Fume
6	Flare Wall
7	Beam
9	Aura*

LEVEL	PSYNERGY
10	Impair
16	Healing Aura
18	Flare Storm
21	Cycle Beam
23	Debilitate

LEVEL	PSYNERGY
26	Serpent Fume
33	Cool Aura
41	Searing Beam
47	Dragon Fume

* Class must be higher than Hex

FIGHTER

Garet

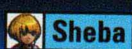
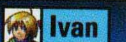
Garet's default class; Impair decreases your opponent's Defense, which can give you a much-needed advantage in boss battles.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Guard	–	+10%	-20%	–	+10%	-30%	–
Soldier	Mars x2	+30%	-10%	+10%	+20%	-20%	–
Warrior	Mars x4	+50%	–	+20%	+30%	-10%	–
Champion	Mars x6	+70%	+10%	+30%	+40%	–	–
Hero	Mars x8	+90%	+20%	+40%	+50%	+10%	–

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Flare	9	Impair*	22	Eruption
3	Guard*	12	Heat Wave**	26	Debilitate
4	Fire	14	Fireball	36	Inferno*
6	Flare Wall	15	Protect*	48	Pyroclasm
8	Volcano	18	Flare Storm		

* Class must be higher than Warrior
** Changes to Liquifier after Champion class

MAGICIAN


Sheba

Ivan

Sheba's and Ivan's default class; magicians are a speedy bunch, and the Whirlwind Psynergy is required to get through many of the game's dungeons.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Wind Seer	–	-20%	+40%	-20%	-10%	+30%	+10%
Magician	Jupiter x2	-10%	+50%	-10%	–	+40%	+10%
Mage	Jupiter x4	+10%	+60%	–	+10%	+50%	+10%
Magister	Jupiter x6	+30%	+70%	+10%	+20%	+60%	+10%
Sorcerer	Jupiter x8	+50%	+80%	+20%	+30%	+70%	+10%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Whirlwind	12	Sleep	22	Resist**
4	Ray	14	Storm Ray	26	Shine Plasma
5	Impact*	17	Bind	31	Destruct Ray
6	Ward**	18	Tornado	44	Tempest
8	Plasma	21	High Impact*	50	Spark Plasma

* Class must be higher than Magician
** Class must be higher than Mage

MARINER

Piers

Piers's default class; aside from HP, the parameter increases are a bit lackluster. This is the only class that enables Piers to use Frost, however.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Mariner	–	+10%	-10%	–	–	-10%	+20%
Privateer	Mercury x2	+30%	–	+10%	+10%	–	+20%
Commander	Mercury x4	+50%	+10%	+20%	+10%	+10%	+20%
Captain	Mercury x6	+70%	+20%	+30%	+20%	+20%	+20%
Admiral	Mercury x8	+90%	+30%	+40%	+30%	+30%	+20%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Frost	8	Tundra	24	Glacier
2	Ply	12	Diamond Dust**	30	Break
4	Cool	13	Restore	35	Pure Ply
5	Cure Poison	17	Ply Well	48	Megacool
6	Avoid*	21	Supercool		

* Changes to Diamond Berg after Commander class
** Class must be higher than Privateer

PRIEST

Mia

Mia's default class; the PP increases are nice, and the Wish Psynergy allows her to heal the entire party.

CLASS	DJINN REQUIRED	HP	PP	ATK	DEF	AGL	LUCK
Water Seer	–	-10%	+30%	-10%	–	-20%	+30%
Scribe	Mercury x2	–	+40%	–	+10%	-10%	+30%
Cleric	Mercury x4	+20%	+50%	+10%	+20%	–	+30%
Paragon	Mercury x6	+40%	+60%	+20%	+30%	+10%	+30%
Angel	Mercury x8	+60%	+70%	+30%	+40%	+20%	+30%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Ply	9	Tundra	24	Glacier
2	Frost	13	Restore	30	Break
4	Ice	16	Ply Well	34	Pure Ply
5	Cure Poison	17	Ice Horn	42	Ice Missile
8	Wish*	22	Wish Well*	46	Pure Wish*

* Class must be higher than Cleric

SWORDSMAN


Felix

Isaac


Piers

Mia

Characters in the Swordsman class receive decent Attack and Defense increases. They can also learn the mega-useful Revive Psynergy.

CLASS	DJINN REQUIRED (Felix & Isaac)	DJINN REQUIRED (Piers & Mia)	HP	PP	ATK	DEF	AGL	LUCK
Swordsman	Mercury x1	N/A	–	-10%	+10%	+10%	-10%	+20%
Defender	Mercury x2	N/A	+20%	–	+20%	+20%	–	+20%
Cavalier	Mercury x4	Venus x6	+40%	+10%	+30%	+30%	+10%	+20%
Guardian	Mercury x6 Venus x1	Venus x7 Mercury x1	+70%	+30%	+40%	+40%	+30%	+20%
Protector	Mercury x8 Venus x2	N/A	+90%	+40%	+50%	+50%	+40%	+20%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Ply*	11	Cutting Edge**	22	Wish Well***
4	Thorn	13	Restore	30	Break
5	Cure Poison	14	Briar	34	Pure Ply*
6	Avoid*	16	Ply Well*	36	Nettle
8	Wish***	19	Revive	46	Pure Wish***

* Class must be higher than Defender
** Changes to Plume Edge after Guardian class
***Class must be higher than Cavalier

LUMINIER


Jenna

Garet

Piers

Mia

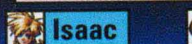
Luminier is similar to the Swordsman class but calls for Mars Djinn instead of Jupiter Djinn. Parameter increases are identical, but the Psynergy is different.

CLASS	DJINN REQUIRED (Jenna & Garet)	DJINN REQUIRED (Piers & Mia)	HP	PP	ATK	DEF	AGL	LUCK
Swordsman	Mercury x1	N/A	–	-10%	+10%	+10%	-10%	+20%
Defender	Mercury x2	N/A	+20%	–	+20%	+20%	–	+20%
Cavalier	Mercury x4	N/A	+40%	+10%	+30%	+30%	+10%	+20%
Luminier	Mercury x6 Venus x1	Venus x7 Mercury x1	+70%	+30%	+40%	+40%	+30%	+20%
Radiant	Mercury x7 Venus x2	N/A	+90%	+40%	+50%	+50%	+40%	+20%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Ply*	10	Mad Blast	22	Wish Well***
2	Blast	11	Cutting Edge**	30	Break
3	Guard	13	Restore	34	Pure Ply*
5	Cure Poison	15	Protect	36	Nettle
6	Avoid*	16	Ply Well*	46	Pure Wish***
8	Wish***				

* Class must be higher than Defender
** Changes to Plume Edge after Luminier class
***Class must be higher than Cavalier

APPRENTICE


Felix

Isaac

Sheba

Ivan

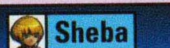
The Apprentice class involves a nice mix of solid parameter increases and some powerful Psynergy.

CLASS	DJINN REQUIRED (Felix & Isaac)	DJINN REQUIRED (Sheba & Ivan)	HP	PP	ATK	DEF	AGL	LUCK
Apprentice	Jupiter x1	N/A	–	+20%	+10%	–	+20%	-10%
Illusionist	Jupiter x2	N/A	+20%	+30%	+20%	+10%	+30%	-10%
Enchanter	Jupiter x4	Venus x6	+40%	+40%	+30%	+20%	+40%	-10%
Conjurer	Jupiter x6 Venus x1	Venus x7 Jupiter x1	+70%	+60%	+40%	+30%	+60%	-10%
War Adept	Jupiter x7 Venus x2	N/A	+90%	+70%	+50%	+40%	+70%	-10%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Delude	14	Sleep	24	Mother Gaia
5	Impact*	17	Haunt	25	Enfeeble
6	Gaia	20	Curse	31	Drain
6	Ward*	21	High Impact*	39	Psy Drain
9	Weaken	22	Resist*	54	Grand Gaia
11	Astral Blast**				

* Class must be higher than Enchanter
** Changes to Thunder Mine after Conjurer class

PAGE


Jenna

Garet
Sheba

Ivan

The Page class is similar to the Apprentice class, but it requires Mars Djinn instead of Venus Djinn at the higher levels.

CLASS	DJINN REQUIRED (Jenna & Garet)	DJINN REQUIRED (Sheba & Ivan)	HP	PP	ATK	DEF	AGL	LUCK
Page	Jupiter x1	N/A	–	+20%	+10%	–	+20%	-10%
Illusionist	Jupiter x2	N/A	+20%	+30%	+20%	+10%	+30%	-10%
Enchanter	Jupiter x4	Mars x6	+40%	+40%	+30%	+20%	+40%	-10%
Conjurer	Jupiter x6 Mars x1	Mars x7 Jupiter x1	+70%	+60%	+40%	+30%	+60%	-10%
War Adept	Jupiter x7 Mars x2	N/A	+90%	+70%	+50%	+40%	+70%	-10%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Delude	11	Astral Blast**	22	Resist
3	Guard*	14	Sleep	25	Enfeeble
5	Impact*	15	Protect*	31	Drain
6	Ward	21	High Impact*	39	Psy Drain
8	Volcano	22	Eruption	48	Pyroclasm
9	Weaken				

* Class must be higher than Enchanter
** Changes to Thunder Mine after Conjurer class

BRUTE

Felix
Isaac
Jenna
Garet

Characters in the Brute class have the worst Luck in the entire game, but the high HP and ATK increases are worth it.

CLASS	DJINN REQUIRED (Felix & Isaac)	DJINN REQUIRED (Jenna & Garet)	HP	PP	ATK	DEF	AGL	LUCK
Brute	Mars x1	Venus x1	–	-30%	+20%	-10%	+10%	-30%
Ruffian	Mars x2	Venus x2	+20%	-20%	+30%	–	+20%	-30%
Savage	Mars x4	Venus x4	+40%	-10%	+40%	+10%	+30%	-30%
Barbarian	Mars x5	Venus x5	+60%	–	+50%	+20%	+40%	-30%
Berserker	Mars x6 Venus x1	Venus x6 Mars x1	+80%	+10%	+60%	+30%	+50%	-30%
Chaos Lord	Mars x7 Venus x2	Venus x7 Mars x2	+100%	+20%	+70%	+40%	+60%	-30%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Growth	16	Nova	24	Curse
6	Blast	17	Haunt	28	Wild Growth
7	Spire*	19	Revive*	29	Condemn
9	Impair*	20	Clay Spire*	40	Supernova
12	Mad Growth	23	Debilitate*	42	Stone Spire
13	Planet Diver**				

* Class must be higher than Savage
** Changes to Planetary after Berserker class

SAGE


Sheba
Ivan

Piers

Mia

Sages are quite speedy and receive a huge PP boost. Their Psynergy makes them great supporting characters in battle.

CLASS	DJINN REQUIRED (Sheba & Ivan)	DJINN REQUIRED (Piers & Mia)	HP	PP	ATK	DEF	AGL	LUCK
Hermit	Mercury x1	Jupiter x1	-20%	+40%	-20%	-10%	+30%	+20%
Elder	Mercury x2	Jupiter x2	-10%	+50%	-10%	–	+40%	+20%
Scholar	Mercury x4	Jupiter x4	+10%	+60%	–	+10%	+50%	+20%
Savant	Mercury x5	Jupiter x5	+30%	+70%	+10%	+20%	+60%	+20%
Sage	Mercury x6 Jupiter x1	Jupiter x6 Mercury x1	+50%	+80%	+20%	+30%	+70%	+20%
Wizard	Mercury x7 Jupiter x2	Jupiter x7 Mercury x2	+70%	+90%	+30%	+40%	+80%	+20%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Impact	21	High Impact	31	Drain
6	Prism	22	Hail Prism	39	Psy Drain
8	Plasma	24	Wish Well*	46	Pure Wish*
12	Wish*	26	Shine Plasma	50	Spark Plasma*
18	Bind	30	Break	52	Freeze Prism

* Class must be higher than Scholar

SAMURAI

Felix
Isaac
Jenna
Garet

The HP increase for the Samurai class is the largest in the game. This class has no real weakness, but it requires a lot of Djinn.

CLASS	DJINN REQUIRED (Felix & Isaac)	DJINN REQUIRED (Jenna & Garet)	HP	PP	ATK	DEF	AGL	LUCK
Samurai	Mars x4 Jupiter x3	Venus x4 Jupiter x3	+90%	+30%	+50%	+40%	+40%	-10%
Ronin	Mars x5 Jupiter x4	Venus x5 Jupiter x4	+110%	+40%	+60%	+50%	+50%	-10%

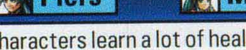
LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
3	Guardian	15	Protector	27	Magic Shield
5	Demon Spear	18	Demon Night**	33	Helm Splitter***
6	Rockfall	21	Angel Spear	40	Quick Strike
8	Lava Shower	22	Molten Bath	48	Magma Storm
10	Magic Shell	24	Rockslide	54	Avalanche
12	Dragon Cloud*				

* Changes to Epicenter after Ronin class
** Changes to Thorny Grave after Ronin class
*** Changes to Skull Splitter after Ronin class

WHITE MAGE


Sheba

Ivan

Piers

Mia

White Mage is a good support class. Its characters learn a lot of healing and stat-altering Psynergy.

CLASS	DJINN REQUIRED (Sheba & Ivan)	DJINN REQUIRED (Piers & Mia)	HP	PP	ATK	DEF	AGL	LUCK
White Mage	Mercury x4 Venus x3	Jupiter x4 Venus x3	+50%	+80%	+30%	+30%	+50%	+30%
Pure Mage	Mercury x5 Venus x4	Jupiter x5 Venus x4	+70%	+90%	+40%	+40%	+60%	+30%

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Cure Poison	3	Restore	31	Resist
6	Prism	17	Revive	37	Blunt
8	Plasma	22	Hail Prism	46	Spark Plasma
9	Ward	24	Wish Well	46	Pure Wish
11	Dull	26	Shine Plasma	52	Freeze Prism
12	Wish				

* Class must be higher than Savage
** Changes to Planetary after Berserker class

WATER SEER

 Felix  Isaac Piers Mia

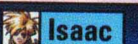
The Water Seer is a good class if you're looking for lots of healing Psynergy. Attack Psynergy is fairly weak until level 29, however.

CLASS	DJINN REQUIRED Felix & Isaac	DJINN REQUIRED Piers & Mia	HP	PP	ATK	DEF	AGL	LUCK
Seer	N/A	Venus x1	-10%	+30%	-10%	-10%	+10%	–
Diviner	N/A	Venus x2	+10%	+40%	–	–	+20%	–
Shaman	Mercury x6	Venus x4	+20%	+50%	+10%	+10%	+30%	–
Druid	Mercury x7 Venus x1	Venus x6 Mercury x1	+50%	+70%	+30%	+30%	+50%	–
Oracle	N/A	Venus x7 Mercury x2	+70%	+80%	+40%	+40%	+60%	–

LEVEL	PSYNERGY
1	Cure
2	Froth
3	Growth
5	Cure Poison
8	Wish*
10	Cure Well
12	Mad Growth
13	Restore
14	Froth Sphere
19	Revive*
22	Wish Well*
26	Potent Cure
29	Wild Growth
30	Splash
40	Froth Spiral
46	Pure Wish*

* Class must be higher than Shaman

DRAGOON

 Felix   Isaac Jenna  Garet

Characters in the Dragoon class get impressive HP, ATK and DEF parameter boosts. They also learn Ply and Wish, making them great multitaskers.

CLASS	DJINN REQUIRED Felix & Isaac	DJINN REQUIRED Jenna & Garet	HP	PP	ATK	DEF	AGL	LUCK
Dragoon	Mercury x3 Mars x3	Mercury x3 Venus x3	+60%	+30%	+40%	+40%	+10%	+30%
Templar	Mercury x4 Mars x4	Mercury x4 Venus x4	+80%	+40%	+50%	+50%	+20%	+30%
Paladin	Mercury x5 Mars x4	Mercury x5 Venus x4	+100%	+50%	+60%	+60%	+30%	+30%

LEVEL	PSYNERGY
1	Ply
2	Blast
4	Thorn
5	Cure Poison
6	Avoid
8	Wish
10	Mad Blast
11	Cutting Edge*
13	Restore
16	Ply Well
17	Briar
22	Wish Well
27	Fiery Blast
34	Pure Ply
36	Nettle
46	Pure Wish

* Changes to Plume Edge after the Templar class

PILGRIM A

   Jenna   Garet  Piers Mia

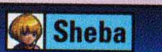
Characters in the Pilgrim A class receive decent parameter increases, but they don't learn their fire and healing Psynergy until they become Ascetics.

CLASS	DJINN REQUIRED Jenna & Garet	DJINN REQUIRED Piers & Mia	HP	PP	ATK	DEF	AGL	LUCK
Pilgrim	N/A	Mars x1	-10%	+20%	-10%	–	+20%	+20%
Wanderer	N/A	Mars x2	+10%	+30%	-	+10%	+30%	+20%
Ascetic	Mercury x6	Mars x4	+20%	+40%	+10%	+20%	+40%	+20%
Water Monk	Mercury x7 Mars x1	Mars x6 Mercury x1	+50%	+60%	+30%	+40%	+60%	+20%
Guru	N/A	Mars x7 Mercury x2	+70%	+70%	+40%	+50%	+70%	+20%

LEVEL	PSYNERGY
1	Douse
5	Cure Poison
6	Prism
8	Volcano*
9	Wish*
12	Drench
13	Restore
20	Hail Prism
22	Eruption*
24	Wish Well*
30	Deluge
34	Break
46	Pure Wish*
48	Pyroclasm*
52	Freeze Prism

* Class must be higher than Ascetic

WIND SEER

 Felix  Isaac  Sheba Ivan

Wind Seers receive the same parameter increases as Water Seers, but they learn a few different types of Psynergy.

CLASS	DJINN REQUIRED Felix & Isaac	DJINN REQUIRED Sheba & Ivan	HP	PP	ATK	DEF	AGL	LUCK
Seer	N/A	Venus x1	-10%	+30%	-10%	-10%	+10%	–
Diviner	N/A	Venus x2	+10%	+40%	–	–	+20%	–
Shaman	Jupiter x6	Venus x4	+20%	+50%	+10%	+10%	+30%	–
Druid	Jupiter x7 Venus x1	Venus x6 Jupiter x1	+50%	+70%	+30%	+30%	+50%	–
Oracle	N/A	Venus x7 Jupiter x2	+70%	+80%	+40%	+40%	+60%	–

LEVEL	PSYNERGY
1	Cure
2	Bolt
3	Growth
6	Flash Bolt
7	Ward*
10	Cure Well
12	Mad Growth
18	Bind
19	Revive*
22	Blue Bolt
23	Resist*
26	Potent Cure
29	Wild Growth
31	Drain
39	Psy Drain

* Class must be higher than Shaman

NINJA

 Felix  Isaac   Jenna  Garet

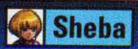
As you might expect, Ninjas are the most agile class in the game. They also learn many unique types of Psynergy.

CLASS	DJINN REQUIRED Felix & Isaac	DJINN REQUIRED Jenna & Garet	HP	PP	ATK	DEF	AGL	LUCK
Ninja	Jupiter x3 Mars x3	Jupiter x3 Venus x3	+60%	+40%	+50%	+20%	+70%	-20%
Desciple	Jupiter x4 Mars x4	Jupiter x4 Venus x4	+80%	+50%	+60%	+30%	+80%	-20%
Master	Jupiter x5 Mars x4	Jupiter x5 Venus x4	+100%	+60%	+70%	+40%	+90%	-20%

LEVEL	PSYNERGY
1	Gale
4	Punji
6	Fire Bomb
7	Mist
8	Thunderclap
12	Death Plunge*
15	Punji Trap
16	Cluster Bomb
18	Typhoon
21	Shuriken
26	Thunderbolt
31	Annihilation
36	Punji Strike
40	Carpet Bomb
44	Hurricane
50	Thunderhead

* Changes to Death Leap after the Disciple class

PILGRIM B

 Jenna  Garet  Sheba Ivan

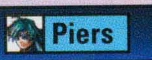
The parameter increases are identical in both Pilgrim classes, but characters in the Pilgrim B class learn support Psynergy instead of Wish.

CLASS	DJINN REQUIRED Jenna & Garet	DJINN REQUIRED Sheba & Ivan	HP	PP	ATK	DEF	AGL	LUCK
Pilgrim	N/A	Mars x1	-10%	+20%	-10%	–	+20%	+20%
Wanderer	N/A	Mars x2	+10%	+30%	–	+10%	+30%	+20%
Ascetic	Jupiter x6	Mars x4	+20%	+40%	+10%	+20%	+40%	+20%
Fire Monk	Jupiter x7 Mars x1	Mars x6 Jupiter x1	+50%	+60%	+30%	+40%	+60%	+20%
Protector	N/A	Mars x7 Jupiter x2	+70%	+70%	+40%	+50%	+70%	+20%

LEVEL	PSYNERGY
1	Slash
6	Ward*
8	Volcano*
9	Plasma
10	Wind Slash
18	Bind
22	Eruption*
24	Resist*
26	Shine Plasma
30	Sonic Slash
33	Drain
41	Psy Drain
48	Pyroclasm
50	Spark Plasma

* Class must be higher than Ascetic

MEDIUM

 Sheba  Ivan  Piers Mia

Mediums don't get much of an ATK boost considering how many Djinn the class requires, but the Psynergy makes up for it.

CLASS	DJINN REQUIRED Sheba & Ivan	DJINN REQUIRED Piers & Mia	HP	PP	ATK	DEF	AGL	LUCK
Medium	Venus x3 Mercury x3	Venus x3 Jupiter x3	+30%	+70%	+20%	+20%	+50%	-10%
Conjurer	Venus x4 Mercury x4	Venus x4 Jupiter x4	+50%	+80%	+30%	+30%	+60%	-10%
Dark Mage	Venus x5 Mercury x4	Venus x5 Jupiter x4	+70%	+90%	+40%	+40%	+70%	-10%

LEVEL	PSYNERGY
1	Bolt
2	Froth
3	Cure
6	Flash Bolt
10	Cure Well
14	Froth Sphere
17	Haunt
19	Revive
20	Curse
22	Blue Bolt
26	Potent Cure
29	Condemn
31	Drain
36	Psy Drain
40	Froth Spiral





PIERROT

Ivan Piers Mia
Felix Isaac Jenna Garet Sheba

Any character can become a Pierrot, but only by equipping the Mysterious Card. The attack Psynergy for this class is quite powerful.

CLASS	DJINN REQUIRED Felix & Isaac	DJINN REQUIRED Jenna & Garet	DJINN REQUIRED Sheba & Ivan	DJINN REQUIRED Piers & Mia	HP	PP	ATK	DEF	AGL	LUCK
Pierrot	-	-	-	-	-	-20%	-	+10%	+30%	+20%
Harlequin	Jupiter, Mars Mercury x1	Jupiter, Venus Mercury x1	Venus, Mars Mercury x1	Venus, Mars Jupiter x1	+30%	-	+10%	+20%	+40%	+20%
Punchinello	Jupiter, Mars Mercury x2	Jupiter, Venus Mercury x2	Venus, Mars Mercury x2	Venus, Mars Jupiter x2	+60%	+10%	+30%	+30%	+50%	+20%
Acrobat	Jupiter, Mars Mercury x3	Jupiter, Venus Mercury x3	Venus, Mars Mercury x3	Venus, Mars Jupiter x3	+60%	+10%	+30%	+30%	+50%	+20%

LEVEL	PSYNERGY
3	Baffle Card
5	Juggle
8	Avoid
10	Sword Card
13	Sabre Dance
15	Flame Card
17	Heat Juggle
22	Fire Breath
25	Thunder Card
27	Death Card
29	Backstab*
33	Bramble Card
37	Fiery Juggle
46	Frost Card

* Class must be higher than Punchinello

TAMER

Ivan Piers Mia
Felix Isaac Jenna Garet Sheba

A character must possess the Trainer's Whip to become a Tamer. Tamers are unique in that they learn a different set of Psynergy for each class.

CLASS	DJINN REQUIRED Felix & Isaac	DJINN REQUIRED Jenna & Garet	DJINN REQUIRED Sheba & Ivan	DJINN REQUIRED Piers & Mia	HP	PP	ATK	DEF	AGL	LUCK
Tamer	-	-	-	-	-20%	+40%	-20%	-10%	+40%	-10%
Trainer	Jupiter, Mars Mercury x1	Jupiter, Venus Mercury x1	Venus, Mars Mercury x1	Venus, Mars Jupiter x1	-	+60%	-	+10%	+50%	-10%
Beastkeeper	Jupiter, Mars Mercury x2	Jupiter, Venus Mercury x2	Venus, Mars Mercury x2	Venus, Mars Jupiter x2	+30%	+70%	+20%	+20%	+60%	-10%
Beast Lord	Jupiter, Mars Mercury x3	Jupiter, Venus Mercury x3	Venus, Mars Mercury x3	Venus, Mars Jupiter x3	+60%	+90%	+30%	+30%	+70%	-10%

Tamer

LEVEL	PSYNERGY
1	Wild Wolf
5	Cure Poison
6	Impact
7	–
10	Whiplash
10	Salamander
13	Restore
15	–
20	Emu
22	High Impact
24	–
28	–
32	–
38	–
45	Roc

Trainer

LEVEL	PSYNERGY
1	Orc
5	Cure Poison
6	Impact
7	Pixie
10	Whiplash
10	Cerberus
13	Restore
15	–
20	Harpy
22	High Impact
24	–
28	–
32	Wyvern
38	–
45	Grand Golem

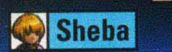
Beastkeeper

LEVEL	PSYNERGY
1	Dinox
5	Cure Poison
6	Impact
7	Faery
10	Whiplash
10	Chimera
13	Restore
15	Elder Wood
20	Gryphon
22	High Impact
24	–
28	Lich
32	Blue Dragon
38	–
45	Living Armor

Beast Lord

LEVEL	PSYNERGY
1	Troll
5	Cure Poison
6	Impact
7	Weird Nymph
10	Whiplash
10	Macetail
13	Restore
15	Estre Wood
20	Minotaurus
22	High Impact
24	Siren
28	Phoenix
32	Fire Dragon
38	Manticore
45	Ghost Soldier

RANGER

 Sheba  Ivan  Piers  Mia

The Ranger class is extremely well-rounded. Characters receive a substantial increase for every parameter and learn an impressive mix of elemental Psynergy.

CLASS	DJINN REQUIRED Sheba & Ivan	DJINN REQUIRED Piers & Mia	HP	PP	ATK	DEF	AGL	LUCK
Ranger	Mars x3 Mercury x3	Mars x3 Jupiter x3	+30%	+60%	+20%	+20%	+60%	+20%
Bard	Mars x4 Mercury x4	Mars x4 Jupiter x4	+50%	+70%	+30%	+30%	+70%	+20%
Warlock	Mars x5 Mercury x4	Mars x5 Jupiter x4	+70%	+80%	+40%	+40%	+80%	+20%

LEVEL	PSYNERGY
1	Slash
2	Douse
6	Ward
8	Volcano
10	Wind Slash
12	Drench
18	Bind
22	Eruption
24	Resist
30	Sonic Slash
30	Deluge
33	Drain
34	Splash
41	Psy Drain
48	Pyroclasm

DARK MAGE

Ivan Piers Mia
Felix Isaac Jenna Garet Sheba

The Dark Mage class requires a character to equip the Tomegathericon. Some of the Psynergy is unique to this class.

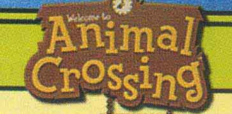
CLASS	DJINN REQUIRED Felix & Isaac	DJINN REQUIRED Jenna & Garet	DJINN REQUIRED Sheba & Ivan	DJINN REQUIRED Piers & Mia	HP	PP	ATK	DEF	AGL	LUCK
Dark Mage	-	-	-	-	-20%	+40%	-20%	-10%	+40%	-10%
Crypt Lord	Jupiter, Mars Mercury x1	Jupiter, Venus Mercury x1	Venus, Mars Mercury x1	Venus, Mars Jupiter x1	-	+60%	-	+10%	+50%	-10%
Necrolyte	Jupiter, Mars Mercury x2	Jupiter, Venus Mercury x2	Venus, Mars Mercury x2	Venus, Mars Jupiter x2	+30%	+70%	+20%	+20%	+60%	-10%
Necromage	Jupiter, Mars Mercury x3	Jupiter, Venus Mercury x3	Venus, Mars Mercury x3	Venus, Mars Jupiter x3	+60%	+90%	+30%	+30%	+70%	-10%

LEVEL	PSYNERGY
1	Call Zombie
9	Prism
17	Haunt
19	Revive
20	Fire Puppet
22	Fiery Abyss
24	Curse
26	Call Demon*
29	Condemn
31	Drain
33	Poison Flow
39	Psy Drain
47	Call Dullahan**
53	Dire Inferno

* Class must be higher than Necrolyte
** Character must have defeated Dullahan



The Crossing Guardian

Stay up-to-date at www.animal-crossing.com  June 

Fish 'n' Chip Fill a Month with Busy Sundays

It's once again time for Chip to stuff his gullet, bloat his potbelly and load up his stomach—it's the season for Chip's annual Summer Fishing Tourney! Every Sunday in June, the bucktoothed glutton will hold his bass-catching competition. We won't carry a chip on our shoulder about the beaver's sporting scheme, however—he always awards an excellent prize to anyone who brings him a bigger bass than the last!



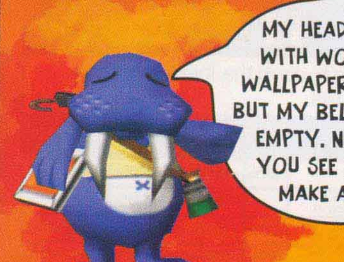
You're a winner, Chip gets dinner. He won't be back until November—catch his attention now.

Sun-Day Reported to be 365 Days a Year!

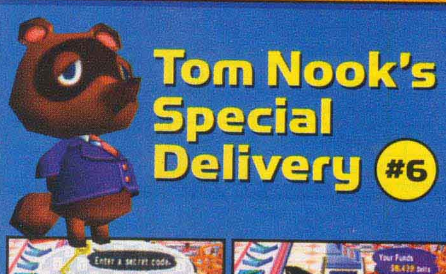
It's no wonder that island animals never visit villages. Islands have no rain, no snow, no worries! If you haven't rowed offshore lately, you don't know what you're missing—tanning! Unless you want to be shun the sun, take the slow boat out to the isle often!



Completing a Theme? My Designs Are a Dream!



Tom Nook's Special Delivery #6







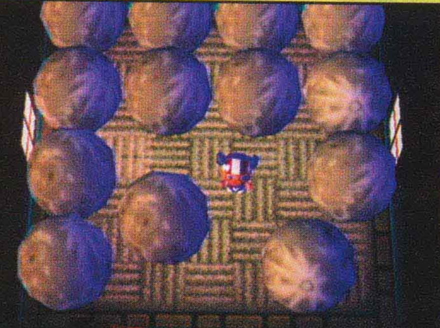
rSbaUIRmwUgwkA
1K6tq#LMscTY%2

If you say the password shown above to Tom Nook, you'll receive a rare token that'll beat having a Bell in your pocket any day!

Let us know what you think of it!

Extreme Interiors Heat Up the Hood

Who's to say what your house should look like? For some, the HRA or feng shui hold sway, but a new breed of homeowners have been thinking way outside the box. They're achieving amazing effects by combining furniture from different sets, themes and series with items from near and far. The HRA might flunk them out of design school, but we're giving them top props for making our eyes pop!



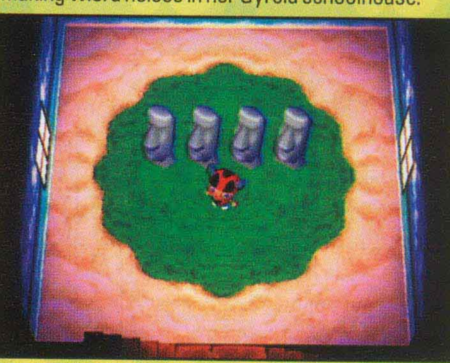
ZenBen from Zzzzzzzz wanted to create the biggest rock garden ever, so he hopped the train in search of spare moons in other towns.



GyroJess from Smartron tries to teach her collection of Gyroids a thing or two about twitching and making wierd noises in her Gyroid schoolhouse.



Pinkmaniac from Pinktown calls her home design "When Flamingos Attack!" Bravo to Pinkmaniac for raising the bar of bizarre design.



MoaiMoe from 4BigHead longs for the mysterious vibes of Easter Island, so he recreated the strange place within his own manor.

ARENA

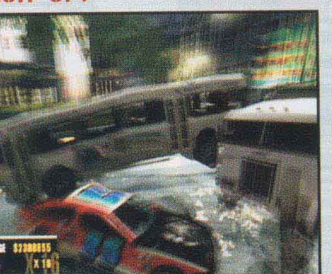
ARE YOU GAME?

CHALLENGE

Burnout 2: Point of Impact is an incredibly fun racing game, and it has an equally fun minigame called Crash Mode that encourages you to cause damage by running into other cars. Play Crash Mode and wait until you see a dollar amount for your wreck, then take a picture of your best score and send it to us at the address below.

BURNOUT 2: POINT OF IMPACT

SMASH UP!



GET THE CASH



The best time to take a shot is right after the crash—when the dollar amount is in the upper left-hand corner. The score doesn't remain on screen for long, so have a camera ready. You can also use the Crash Result screen that appears after the autosave, but because the numbers are so small, they could be tough for the Arena editors to see.

NP SCOREBOARD

THE LORD OF THE RINGS: THE TWO TOWERS
HIGHEST MISSION EXPERIENCE SCORE (VOLUME 166)

Shaun Jones, Florida	40,000
Dan Blickensderfer, Illinois	31,014
David Sameyson, Ohio	27,540
Scott Moore, Texas	26,065
Jill Halstead, Oregon	25,996

CAUTION: TWISTED CHALLENGES AHEAD

- Beat Resident Evil Zero (on any difficulty setting) without using any herbs.

  – ROBIN KAIMER
  ARIZONA

Beat The Legend of Zelda: The Wind Waker with only three hearts.

– AMY MADDEN
WASHINGTON

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail. (Please write your score on the outside of the envelope.) Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before July 5, 2003.

SEND YOUR ENTRIES AND IDEAS TO:
ARENA @ NINTENDOPOWER.COM
NINTENDO POWER ARENA V.169
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v169" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.169 P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 7/5/03. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 08/1/03, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 08/15/03. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 08/15/03) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

ADVANCE WARS 2: BLACK HOLE RISING

IN ANCIENT TIMES, KINGS AND MILITARY COMMANDERS HONED THEIR STRATEGIC SKILLS PLAYING CHESS. TODAY, STRATEGISTS CAN REST THEIR ROOKS AND PICK UP NINTENDO'S ADVANCE WARS 2: BLACK HOLE RISING FOR GAME BOY ADVANCE. IT PUTS YOU IN COMMAND OF ARMIES, NAVIES, AIR FORCES AND THE FATE OF MILLIONS OF PIXELS.

★★★ ONCE MORE INTO THE BREACH ★★★





Andy, Sami, Max and all the commanding officers (COs) from the original Advance Wars have a new fight on their hands. Commander Sturm and his powerful Black Hole army are threatening to take over the world. Sturm has improved tactics, revamped combat units, new COs with increased powers, and all-new battle scenarios. Advance Wars 2 has everything turn-based-strategy game fans loved about the first AW, including tons of extra battle maps, multiplayer options and the map editor. There are new CO Super Powers, as well, and a more open Campaign mode. It's a great advance for AW2.

★★★ RETURN ENGAGEMENT ★★★

Veterans of the original Advance Wars campaign will recognize Nell and Sturm. As the chief advisor to the Orange Star army, Nell orchestrated Sturm's defeat. But although Sturm was defeated, he wasn't eliminated. In Advance Wars 2: Black Hole Rising, the maniacal commander has recruited a team of evil COs, and he's hatched a plot to conquer the allied forces of Wars World. Sturm and his cronies have created frightening new ordnance, such as giant cannons and powerful Neotanks. Once again it's up to Nell to marshal forces to combat Sturm. Kanbei, Drake, Eagle and the other returning COs are joined by additional vets and rookies with some surprising CO powers.



★★★ COMMANDING OFFICERS ★★★

Good commanders know the strengths and weaknesses of their troops, and good Advance Wars players know the strengths and weaknesses of their COs. Each CO has strengths that you need to use to your advantage. Knowing your COs will let you make the most of each one's skills and avoid suffering a waterloo. In Advance Wars 2, COs have a Super CO Power in addition to their standard Power. When the time is right, you'll unleash a fury.

THE GOOD GUYS!



ANDY
Andy is a whiz with a wrench. He can restore two HP to his units. His new Super CO Power restores five HP and increases his firepower.



SAMI
Sami has the best infantry units in the game. Her CO Powers increase infantry movement and firepower. Her units can capture a city in one turn using Victory March.



MAX
Max's regular power and Super CO Power increase the firepower of direct-combat units. Max Blast also increases unit movement by two spaces.



OLAF
Olaf's forces move farther and fight better in snowy conditions. His Super CO Power inflicts two damage points to enemy units.



KANBEI
Kanbei's units have great offensive and defensive power, but they're expensive. His CO Powers increase his strengths.



SENSEI
The old paratrooper has superior skill with infantry and choppers. His powers spawn Infantry or Mech units on all of his cities.

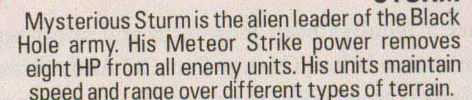


COLIN
Colin's units are a bit green—like their CO—but they cost less to procure than units for any other CO.

VS.



THE BAD GUYS!





STURM
Mysterious Sturm is the alien leader of the Black Hole army. His Meteor Strike power removes eight HP from all enemy units. His units maintain speed and range over different types of terrain.



FLAK
Flak is all about brute strength. His units have high firepower, but his attacks aren't always effective. His two CO Powers strengthen his firepower even further, but they aren't sure hits either.



ADDER
Adder builds his CO power faster than other COs do. The normal Power increases his movement range by one space and the Super CO Power increases his range by two spaces.



LASH
Clever little Lash is a brilliant inventor who turns terrain features into firepower bonuses, but her movement drops to one space per unit when she uses her Powers.



HAWKE
When Hawke activates his CO Powers, he gains firepower and recovers one or two HP while his enemies lose one or two HP. His units are expensive to deploy.

★★★ MAPPING OUT A STRATEGY ★★★

Advance Wars 2: Black Hole Rising takes place on maps like the one shown here. Players move units across the map and attack enemy units. In many scenarios, you'll have to capture cities and build your own units. Every map requires a different strategy.

NATURAL TERRAIN
You'll encounter natural terrain features including forests, mountains, oceans, shoals, reefs and rivers. Terrain may affect units by slowing them down or giving them an attack bonus.

MISSILE SILO
The Missile Silo is new to Advance Wars 2. The player who reaches the silo first gets to fire a Missile at any target on the map.

MOBILE UNITS
You'll use mobile units for combat. Some units, such as Rockets, use ranged attacks; other units, such as Infantry or tanks, must be adjacent to their targets to attack.

BASES AND CITIES
You deploy units from bases. Special bases, such as the naval base, deploy only special units, such as navy units. Your HQ and cities are useful for repairing damaged units.

FOG OF WAR
The gray area on the map represents Fog of War. You can't see what the enemy is up to unless you send in units to spy on the enemy territory.

FACTORIES
Most units are deployed at factories. You can capture cities, factories and bases with Infantry and Mech units.

PIPELINE
Pipelines are a new feature in AW2. Units can pass beyond a pipeline only after it has been breached at the seam.

NEOTANK
The Neotank is a new unit developed by the Black Hole army. It is more powerful than a Md. Tank.

★★★ THE FRONTLINE ★★★

Advance Wars 2 requires both long-term and short-term strategies. In the sample battle shown below, Orange Star CO Andy faces Black Hole CO Flak in the Little Island scenario in Versus mode. The four sample days illustrate the types of command decisions you'll have to make to win the battle.

DAY 1: ENLIST INFANTRY



Everything is equal at the beginning of the conflict. Each CO has an HQ and two factories, and there are eight neutral cities. Andy's primary strategy will be to capture neutral cities quickly. He begins by building two Infantry units.

DAY 2: DISRUPTION



Andy must continue capturing cities to prevent Flak from taking cities. For Day 2, he builds a Recon unit, which is ideal for destroying Infantry units that the enemy will rely on to capture cities. It will give Andy the edge he needs.

DAY 5: HEAVY ARMOR



By now, Andy has captured more cities than Flak, which means he has more money to spend every turn. It's time to put that money to work on some stronger units, such as tanks and artillery.

DAY 12: THE END GAME



By this time it's pretty clear that Andy's strategy is a winner. He has Flak's few remaining units backed into a corner. In a day or two, Andy will defeat the remaining units or capture Flak's HQ.

PICK YOUR BATTLES

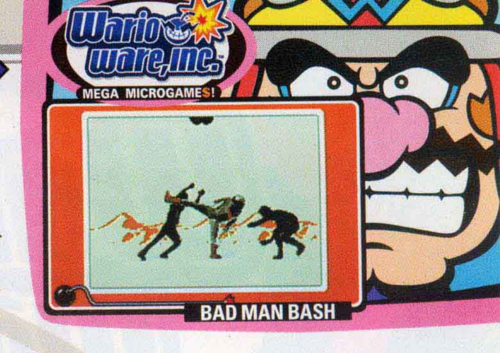
The campaign begins in Orange Star with several easy missions to warm you up. Nell provides strategic tips and details about AW2's units. After the first few battles, flags representing new battles will appear on various territories on the Wars World map. You can check each mission's level of difficulty by moving the cursor over each flag. Choose any mission you want. Every country contains a hidden map to a bonus area, where the Black Hole Army is developing high-tech weapons.



★★ THE WAR RAGES ON ★★

ADVANCE WARS 2: BLACK HOLE RISING · CAMPAIGN MODE

Campaign mode includes 33 battles plus three bonus battles, and that's just the beginning of the fun in Advance Wars 2. Spend the points you earn from winning battles to unlock new maps and COs in Hachi's Battle Maps store. There are dozens of challenging War Room, Versus and Pre-Deployed maps waiting for you and other would-be generals. You can even create your own.

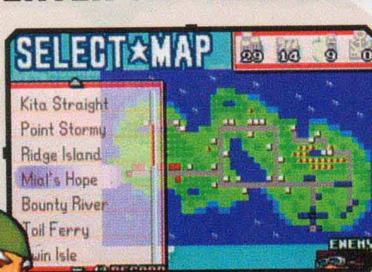


WHAT'S YOUR PLEASURE?



Hachi has all sorts of extra goodies in his Battle Maps shop, but he doesn't offer every scenario and CO when you first visit. As you progress through Campaign mode and start accumulating victory points, you'll find new offerings in Hachi's shop. If you want to play all the battle scenarios and use all the available COs, you must visit Hachi many times.

ENTER THE WAR ROOM



War Room maps are extra tests of your ability to command units and conquer enemies. Each scenario pits you against a CO and a challenging situation. All of the War Room scenarios from the original Advance Wars are already unlocked in AW2, and you can purchase many more maps from Hachi. As you win War Room battles, you'll earn points that you can spend on even more maps and COs. As in all battles, you'll earn letter rankings. Your ultimate goal is to score the S ranking.





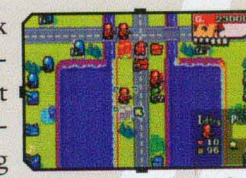



BUILD A BETTER BATTLE!



The Design Room option lets you build your own battle maps. The editor gives you complete control to create terrain and to place bases, cities, roads, pipelines and even units. Once you save your map, you can access it in the Versus mode, assign a CO to command the opposing army, or let a friend challenge you. You can create and save three maps at a time and trade maps with your friends using the Game Boy Advance Game Link Cable.

WAR BUDDIES



In Versus and Link modes, players can command armies against one, two or three opponents. You can play using a single GBA by passing it to the next player after each turn. You can also link multiple GBAs so each CO has his or her own window. Choose from Classic, Versus, Pre-Deployed, 3P and 4P maps. You can even use War Room maps in multiplayer battles.

★★★ ADVANCE INTELLIGENCE ★★★



Advance Wars 2: Black Hole Rising will be deployed at retailers on June 23. Nintendo and Intelligent Systems have combined their talents once again to create a brilliant and entertaining strategy game. AW2 contains so many battles and strategies that the game remains fresh no matter how often you enter the trenches. NP will begin strategic briefings next month.

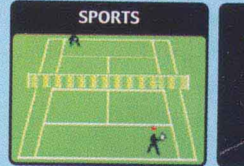


EVERYONE E CONTENT RATED BY ESRB — Comic Mischief

Wario's Got Game

Move over, Mr. Miyamoto! Wario's in the video game business and he's churning out the hits at a record-breaking pace. Where's Wario? He's everywhere in Nintendo's Wario Ware, Inc.: Mega Microgame$ for the GBA. He's hopping, bebopping and spinning out of control in a string of mini-challenges that add up to a megadose of frantic fun. Get ready to zap, jump, dodge and volley until your thumbs are sore. Wario's on a roll. Are you game?

Everything Under the Fun!





Wario and his gang dish out the challenges in a furious flurry of gaming genres, from classics to oddities and everything in between. You'll never know what to expect.













Corner Chaos

Wario has raided the pages of Nintendo Power! Check out the page corners this issue for more microgame views.



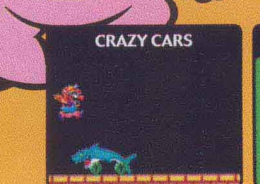
Unlimited Unlocking

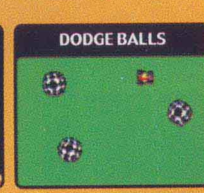


You'll unlock new games by clearing game channels, outscoring Jimmy, finishing the final challenge and racking up high scores on the game grid.

Wario Rules

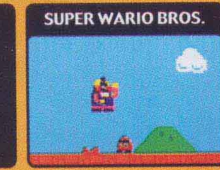
Hit with a fit of brilliance, Wario has decided to dish out games galore and make a wad of cash in the process. Wario Ware, Inc. begins in the greedy one's programming lair where he's cooked up a batch of zany prototypes with one-word instructions and no downtime. Prepare for a wacky game attack.





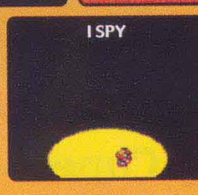


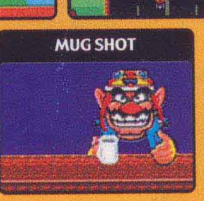










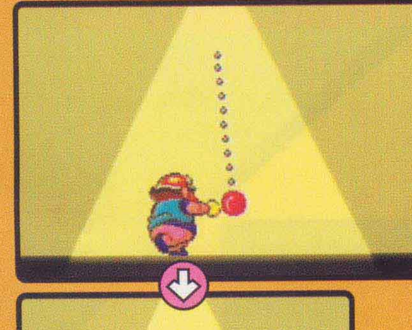


Quickness Is Key



There's no time to think—you just have to react. The games last only a few seconds. Size up the situation and jump, catch, flee, run. Every microgame victory adds another point to your score.

Sparring Wario

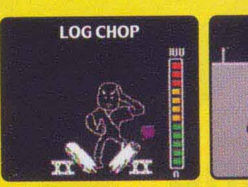




After you score more hits than misses in Wario's first game wave, you'll spar in his boss stage. Punch the bag when it gets close. Five consecutive connections will give you a win.

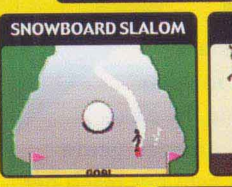
Jimmy

Fly Jimmy swings to the beat of his own drum machine. And when Jimmy swings, his sports games spring. He's got tennis, basketball, volleyball and more.



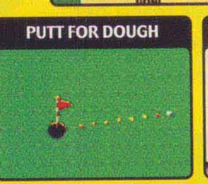
HEADS UP

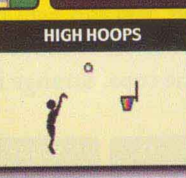




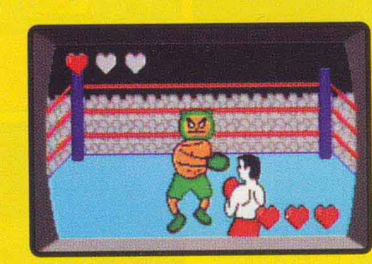












Punch-Out

Jimmy's boss stage is a new take on a classic. You've got to hit your opponent three times before he does the same to you. Move to the left or right immediately after he flashes to avoid his punch, then swing. You'll clobber him.

Jumping and Germs

Your success in Jimmy's first game channel will earn you the Jump Forever minigame, a Wario-starring version of Jimmy's Jumpin' Rope microgame. If you challenge Jimmy again and score 20 points or more, you'll unlock Dr. Wario, a remake of Dr. Mario. Match falling vitamins to wipe out germs.



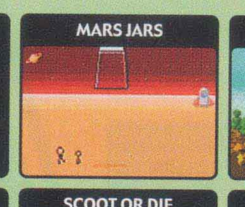


Dribble & Spitz

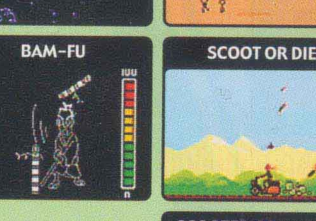
Cabbie Dribble and his copilot, Spitz, want to take you for a ride. The dog-and-cat duo put the spotlight on the sci-fi genre, but they mix in driving games and miscellaneous challenges from Wario's collection, too. Hang on for 25 games to reach the journey's end.

MANIC MECHANIC


HOVER FOR COVER


MARS JARS


CLASSIC CLASH I


BAM-FU


SCOOT OR DIE


ARROW SPACE


SCOOTER COMMUTER

STICK & MOVE

Galaxy 2003

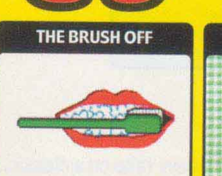




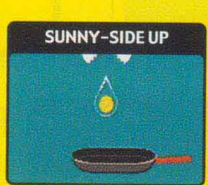
The cabbie boss stage is a futuristic space-shooter with old-school flare. Zap the flying shapes and collect the power-ups to give your ship more firepower, then hit the solid ball when it bounces out of its shield.

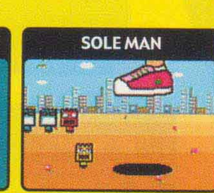
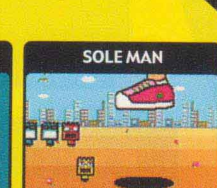
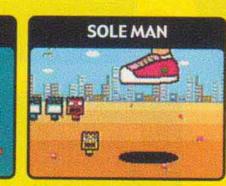
Mona

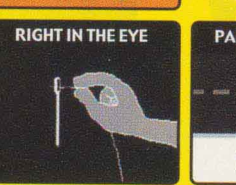
Scooter enthusiast Mona is late for her gelato-serving gig. By clearing 15 of her strange-genre games, you can help her reach her destination without getting stopped by the cops. Strange indeed.


THE BRUSH OFF


FRIES WITH THAT?


SUNNY-SIDE UP

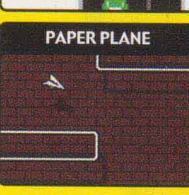



SOLE MAN


RIGHT IN THE EYE



PARKING PROWESS


DRY EYE

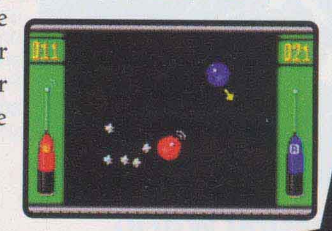

PAPER PLANE



SLOPPY SALON

Clean Up Caper

By clearing the Dribble and Spitz stage, you'll unlock Chiritorie, a two-player vacuum cleaner challenge circa 1979 that was never released in the states. Press L or R to propel your cleaner into the scattered trash.

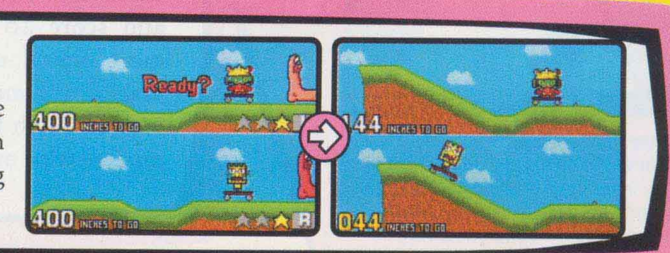


Nail Call

A hammer floats left and right over a nail in Mona's boss stage. Press A when the hammer is directly over its target to score a square hit. You'll win if you drive the nail all the way in before time runs out.

Great Rolling Roosters!

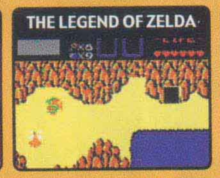
A victory on Mona's channel will earn you the two-player game Chicken Race. Press L or R to cock back the giant foot, then release the button to hit your bird on its board. The skateboarding chicken that rolls farthest without going over the edge wins.



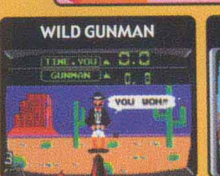
9-Volt

Gamenut 9-Volt offers a full slate of four-second classics that cover Nintendo's game history. Rush to a dungeon in The Legend of Zelda. Defeat the Mother Brain in Metroid. Zip past the competition in F-Zero. Blast missiles in LazerBlazer. 9-Volt's 25-title library has them all, and more!


LASER OUTLAW


THE LEGEND OF ZELDA


HELMET


WILD GUNMAN


LAZERBLAZER


URBAN CHAMPION


ULTRA HAND


DUCK HUNT

ICE CLIMBER

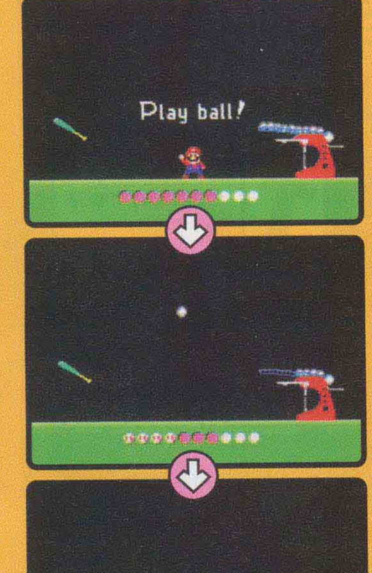
RACING 112

BALLOON FIGHT




F-ZERO

Ultra Machine



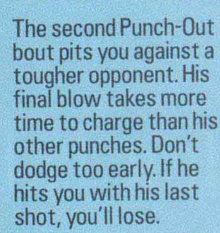
After a string of 14 microgames, 9-Volt will pull out the pitching machine. The mechanical pitcher throws high cheese and hanging curves. If you swing at the right time, you'll connect. If not, you'll whiff. Study the ball's trajectory and press A when the ball is close.



Jimmy

The second of three appearances by the disco king is a remix of microgames from the channels that you've already cleared. Jimmy's got a lot to draw from. Stay on your toes.

Punch-Out

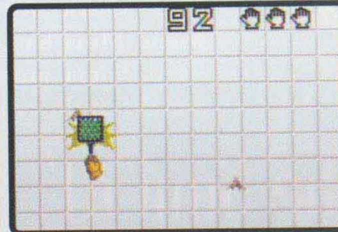


The second Punch-Out bout pits you against a tougher opponent. His final blow takes more time to charge than his other punches. Don't dodge too early. If he hits you with his last shot, you'll lose.

Skate and Splat

Victory over yellow-haired Jimmy will earn you SkatingBoard, a variation of the City Surfer microgame. If you score 25 or more points against him, you'll unlock the Fly Swatter minigame.

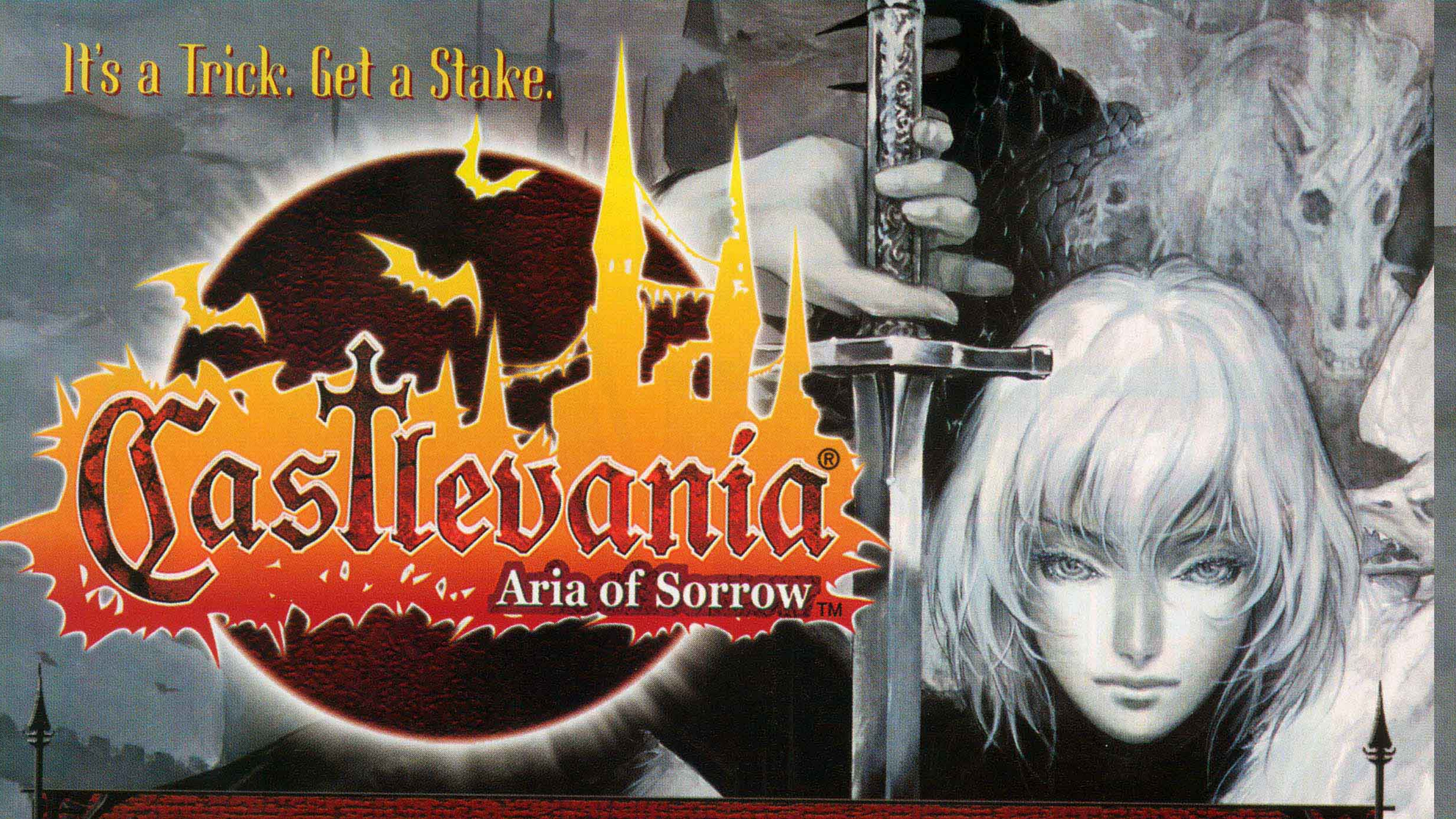




Game Over? No!

Wario Ware, Inc. is a long blizzard of short games. Even when you think it's over, it's not over—not even close. Up next, Orbulon, Dr. Crygor and Kat send their games your way. There's much more to play—more than 200 microgames in all—and many more minigames to unlock. Game on!

It's a Trick. Get a Stake.



Drac Is Back!

As Konami's latest GBA title opens, the year is 2035 and the first total solar eclipse of the century is about to occur. Soma Cruz is an exchange student visiting the Hakuba Shrine for a little peace and quiet—when suddenly darkness overcomes him. When he awakens, he finds himself in the most diabolical place imaginable—Count Dracula's Castle! With the life of his friend Mina hanging in the balance, Soma must find Dracula and defeat the evil once again.



The Soul of the Matter

Soma Cruz has a unique power—the ability to capture and use the souls of his enemy. Each monster in the game has a soul (there are more than 100 creatures), and they all do something different. Collecting souls and using them wisely is the secret to defeating Dracula.



Every time you defeat an enemy, you have a chance to collect its soul. The higher your Luck attribute, the better the chance a soul will appear. You can also purchase a special ring near the end of the game that will make souls appear more often.

Trading Souls



You can exchange souls with another player if each of you has a GBA, a Game Pak and a Game Link Cable. All trades are a straight one-for-one swap. Since you can collect more than one soul from a monster, you can use the extras as trade bait.

The Remarkable Soma Cruz

Soma Cruz has a number of special talents, all of which are listed on the pause screen. He has four talents in addition to the ones on the right. Select Item Use to use items such as potions, Sleep to shut the GBA down temporarily, Config to change options and Enemy to view a list of known foes.





Soul Set



Soma can use three souls at a time—known as a Soul Set. The first soul is usually an offensive weapon (Press Up and A to use), the second a special talent (press R to use), and the third a status-altering ability (equipped automatically).

Equip

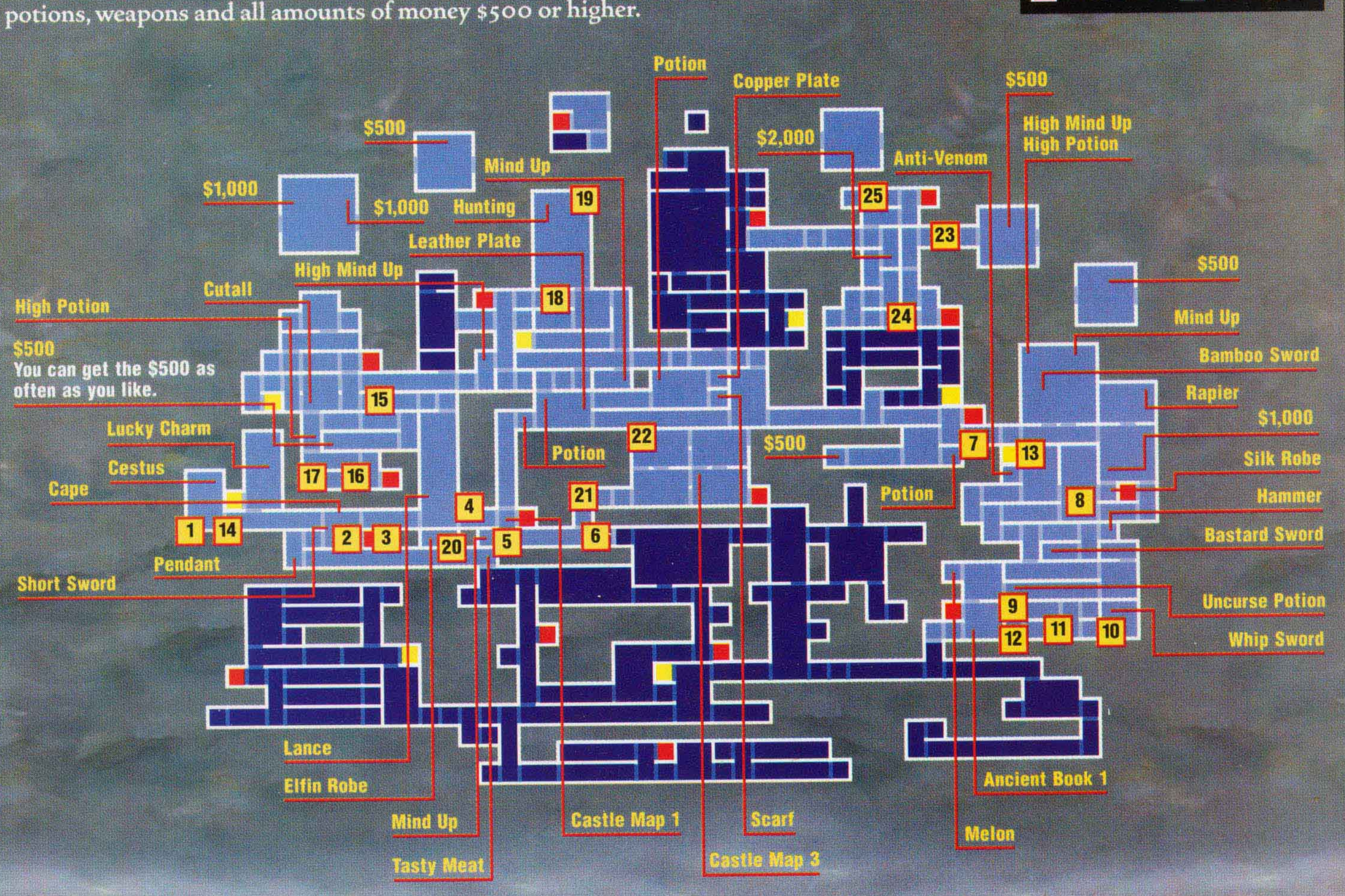
There are lots of weapons, armor and accessories in the game. Check out which one gives you the best stats, then press the A Button to equip it.

Ability

You will learn special abilities as you progress through the game. Some of them are automatic, but you must trigger others with button combos. You can turn abilities off, but there's no reason to do so.

What a Lovely Castle You Have, Count

The map below is Dracula's Castle. The light blue portions are areas that we're covering in the walk-through; the dark blue portions are areas further into the game. We've called out potions, weapons and all amounts of money $500 or higher.

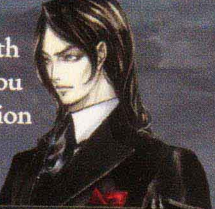


Castle Corridor

The first boss is a huge skeleton known as the Creaking Skull. It's not so tough, but you'll want to gain a couple of experience levels before you take it on.

1 Meet Genya Arikado

Genya Arikado is a grumpy young man with incredible powers who will grill you when you arrive at the castle. After the initial conversation (during which you'll get your first soul), you won't see him again for a long while.



2 You Shall Find Me a Grave Keeper Man



Head straight down the first corridor, taking out zombies as you go. When you go through a door, walk down the stairs and jump across the water to a small platform. Hit the decorative statue in the middle of the platform to learn the Grave Keeper ability—which lets you backdash by pressing L.

3 The Safe Room



If you keep heading right, you will encounter a save point. Save points are the only places where you can save your game, and they also restore all missing health and magic. Seek them out and use them often—it's the only way to restore health aside from using expensive potions.

Helpful Tactical Souls

The blue boxes in the article indicate souls that Nintendo Power found to be particularly helpful. Of course, you can use any soul you have.

Merman



Fires a water pistol that damages monsters

Axe Armor

Throws axes at enemies

4 Creaking Skull LEVEL 4 RECOMMENDED



Rush in and attack the head of the Creaking Skull. When it raises its arm, get back so it doesn't hit you with a bone club. The Axe Armor and Flying Skeleton souls will let you attack from a distance.

The Chapel

You must learn the Flying Armor ability before you can reach the Manticore. You'll also meet a strange character along the way who is much more than he seems.

5 The Wall Came Tumblin' Down



When you reach the room marked 5 on the map, drop to the bottom of the screen and hit the left-hand wall to reveal a secret passage. Once you get the Peeping Eye soul, you can use it to see breakable walls.

6 Armor Can Fly? Cool!





The Flying Armor is located in a nook at the far end of a water-filled room (head left from the Creaking Skull's lair to reach it). Once you get the Flying Armor, return to the room where the Peeping Eye is and go as far up as you can. When you reach the top of the room, use the Flying Armor to soar to the other side.

Helpful Tactical Souls

Buer



Creates a revolving wall of flame that helps protect you from enemies

Ghost

Summons a spirit that will help you fight evil

Giant Ghost

Provides a protective barrier

Zombie Soldier



Throws hand grenades

7 Dr. Jones, I Presume?



Graham Jones claims to be a missionary of some kind, but no missionary would be caught dead in such a bad suit. You'll see a lot more of Mr. Jones in the future—for now just talk to him and move on.

8 Manticore LEVEL 8 RECOMMENDED





The Manticore will attack with multiple weapons, including its nasty tail—fight back with long-distance soul attacks. If it corners you, jump onto a platform and use the Flying Armor to reach the other side of the room.

The Study

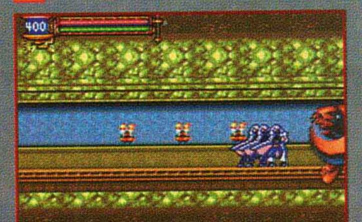
There are some great souls inside the Study area of the castle. If you want a particular soul, you can leave a room and come back to make the monster respawn.

9 Meet Yoko Belnades

Yoko is a vampire hunter who has come to the castle to finish off Dracula. Don't be fooled by her good looks and bright pink vest—Yoko is one tough cookie.



10 In the Mouth of Madness



Deep inside the study, you'll find a door shaped like a mouth. It opens only when you have your back to it, so face away from the door and use the Grave Keeper ability (L Button) to dash inside when the mouth is agape. Once you enter, take a moment to find the powerful Whip Sword.

Helpful Tactical Souls

Ectoplasm





Grants you immunity to all curses

Fleaman



Hops around madly, damaging any enemy it touches

Catoblepas



Breathes a petrifying cloud into the air

Minotaur

Strength is increased by eight points

11 Great Armor LEVEL 12 RECOMMENDED



To attack the Great Armor, get right next to it and crouch, then start attacking. When it stabs with its sword, the weapon will fly harmlessly over your head. Just don't let it step on you.

The Dance Hall

There's a lot of jumping to do in the dance hall, so put on your best shoes. If you want to go soul hunting, try to get a Ghost Dancer soul—it will increase your Luck by four and make it a little easier to find souls.

12 Meet Hammer

Hammer has decided to open a store inside an abandoned castle. Although he may not have business savvy, he's a good source of weapons, items and armor. The store is at the castle entrance.

Get the Malphas



The Malphas has a fancy name, but it's essentially a double jump. Once you get it, you can press the A Button to jump, then press it again in midair to jump even higher. It will let you access multiple areas that were unreachable before.

Helpful Tactical Souls

Wooden Golem



Magic Point recovery rate is increased

Nemesis

Makes you invisible to nearly all enemies with a cloaking shield

Creaking Skull

Attacks enemies from the rear

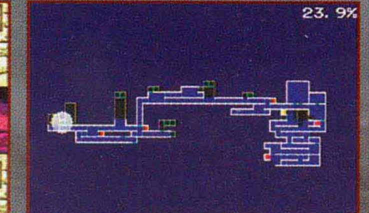
Evil Butcher



Throws sharpened butcher knives

13 Warp Speed





The double jump will allow you to reach a warp point inside the dance hall. You can use warp points (there are a total of eight in the game) to move from one part of the castle to another. Press Up while standing under the picture to activate a warp.

14 Hammer Knocks Out High Prices!



On your first trip to Hammer's shop, buy Castle Map 2, potions, Mind-Ups and any weapons or armor that you want. You can sell your own gear, but hang on to weapons that have unique swing patterns (such as the hammer) so you can break walls above and below you.

15 Meet J



A mysterious man named J has been roaming the halls of Dracula's castle for some time. He has no memory and only a vague idea of his purpose in life, but he will become very important later in your quest.

16 Big Golem LEVEL 15 RECOMMENDED



The best way to take down a Big Golem is by attacking its feet. Jump back when it swings its arm at you, and watch out for rocks from its mouth. The Valkyrie is a great soul to use in the battle.

The Inner Quarters

The inner quarters are fairly small, but you'll have to survive a tricky boss battle at the end of the road. Visit Hammer's shop and stock up on potions if the Big Golem fight demanded most of yours.

17 Blazing Skeletons





The Skeleton Blaze is inside a room at the bottom portion of the Inner Quarters. The ability lets you perform a sliding kick that is great for taking out ground-based enemies and slipping through tight spaces—such as the entrance to the Inner Quarters. Press Down and A to use it.

18 Headhunter LEVEL 20 RECOMMENDED



The Headhunter has three forms, and the last one is the toughest. Take it out with weapons and souls that let you keep your distance, as the creature is deadly in close combat.

Floating Gardens/Clock Tower

Death comes for thee! The old robed one is waiting for you at the top of the clock tower, so grab your favorite souls and get cracking.

19 Walk on the Ocean





The Undine, a soul that lets you walk on the water's surface, is located near the very top of the castle (almost directly above the room where you battled the Headhunter). You must equip the Undine as part of your Soul Set to access certain areas of the castle.

20 Highway Robery

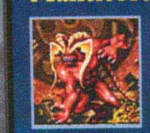




Return to a warp point and go back to Hammer's shop to stock up on supplies, then go to the point marked 20 on the map to get the Elfin Robe. It's the best armor available until later in the game.

Helpful Tactical Souls

Manticore



Transforms into a magical beast that rushes at enemies

Valkyrie

Slashes enemies with its sword

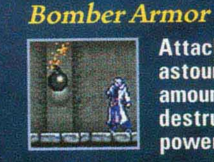
Disc Armor

Shreds enemies to bits with a spinning disc

Cockatrice

Fires a beam of petrification

Bomber Armor



Attacks with an astounding amount of destructive power

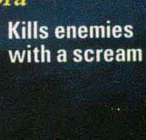
Kyoma Demon

Gives you temporary invincibility

Mandragora

Kills enemies with a scream

Ripper



Stabs enemies with a blood-soaked knife

Medusa Head

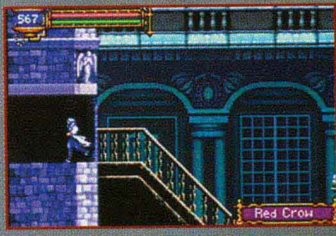


Gives you the ability to stop a jump in midair

21 Green Thumbs

You'll have to use the Undine and your double jump to reach the floating gardens. Once you're there, go through the door marked 22 to reach the floating rooms at the north end of the castle.

22 Clockwork



There are five floating rooms that aren't connected to the castle. They have a door at either end, and you'll reach new areas depending on your path. Go through right-hand doors until you reach a save point, then go through left-hand doors to continue toward your battle with Death.

23 Meet Graham Jones. Again.

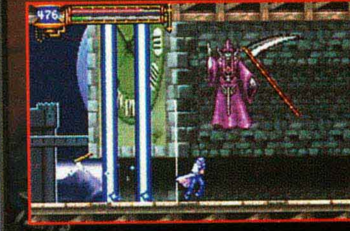
Graham is back, and he's getting crazier by the moment. He'll give you a nickel's worth of free advice and then decide that it's time to head for the throne room. Leave him be—you'll battle soon enough.

24 Yoko? Oh no!



Yoko feels that it's time to take the battle directly to Graham. You won't be able to talk her out of it, so let her go and head for Death instead.

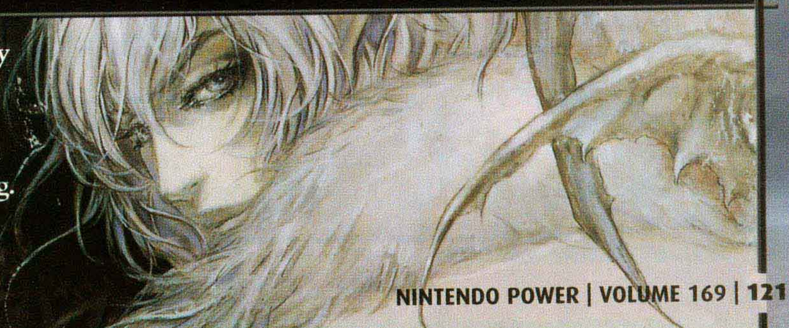
25 Death LEVEL 25 RECOMMENDED NP





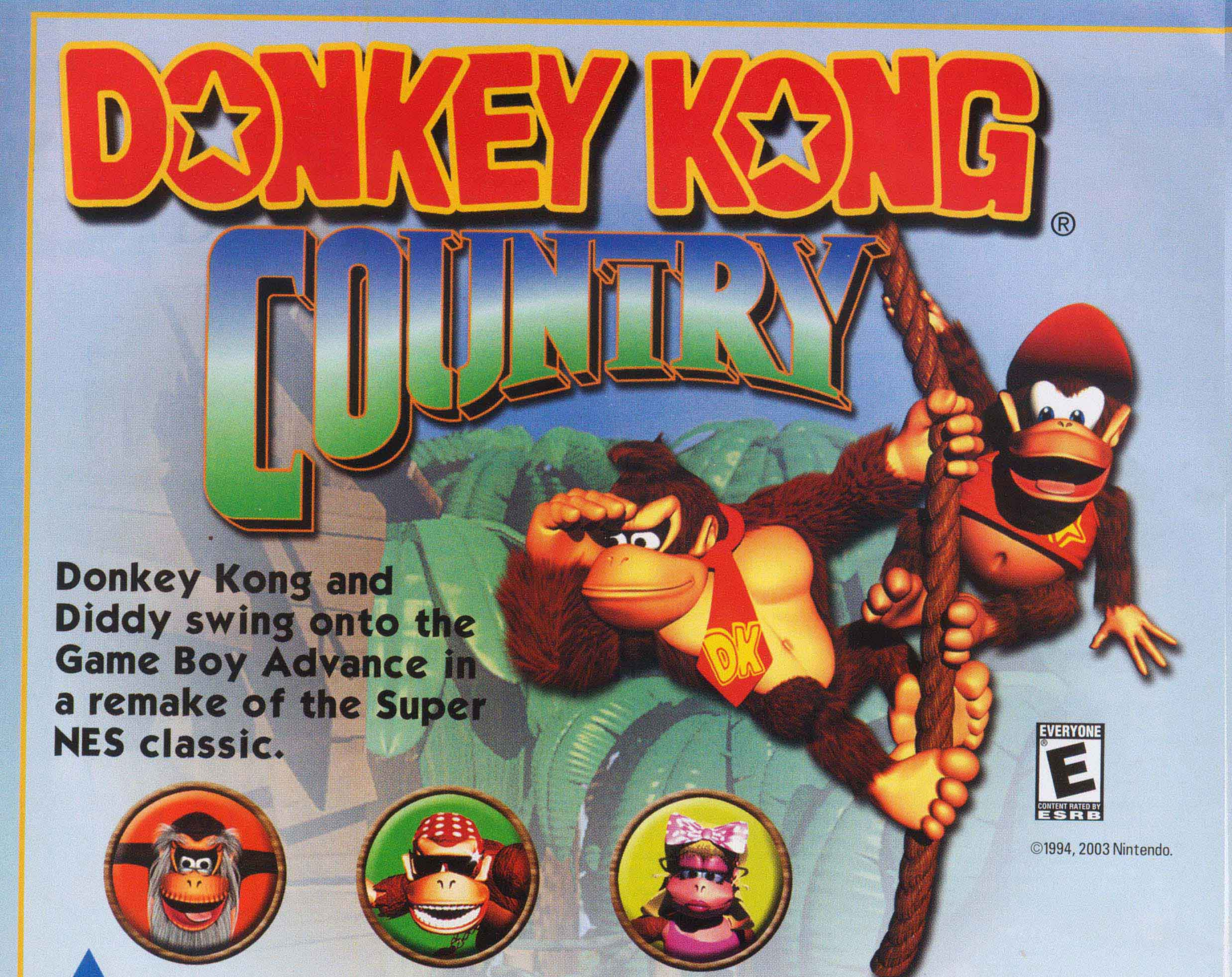
The battle is in two stages. In the first you must attack Death's scythe. Hit the small scythes it sends out, and run when Death starts to call blue beams from the sky. In the second stage you must attack Death directly. The Valkyrie, Headhunter and Buer souls are all great ones to use.

Children of the Night



After defeating Death, you will be almost exactly halfway through the game. Don't just blast through the rest of it; take your time to find all the hidden items, weapons and souls. And keep a close eye out for two very special items—a sword known as the Claimh Solais and a ring called the Rare Ring. Both will make your soul collecting much easier.

Donkey Kong Country®



Donkey Kong and Diddy swing onto the Game Boy Advance in a remake of the Super NES classic.

Return of the Kongs

When Donkey Kong Country was first released on the Super NES in 1994, it took the world by storm with its revolutionary rendered graphics and massive adventure spanning over 100 levels. Nine years later, Nintendo's bringing one of the most beloved platformers of all time to the Game Boy Advance. Can you defeat King K. Rool and reclaim Donkey Kong's bananas?





Bonus Games & Extras

In addition to the main story mode, there are a number of bonus games and extras in Donkey Kong Country with which to occupy your time (some of which are new to the GBA version of the game). You can play both Funky's Fishing and Candy's Dance Studio with a friend via the Game Boy Advance Game Link Cable.

Funky's Fishing

Donkey Kong and Diddy have gone fishin'. Press Up and Down on the Control Pad to raise and lower your hook, then press the A Button to reel in the fish. You can perform a Kombo (giving you more points and adding time to the clock) by catching multiple fish of the same color on the same hook. Complete Funky's challenges in each region to win prizes.





Candy's Dance Studio

Donkey Kong's a dance, dance, dance, dance, dancin' machine! Keep an eye on the beat indicator at the top of the screen, and press the corresponding buttons or directions on the Control Pad when they enter the white box in the middle. Keep up the rhythm to impress Candy and win a prize.





DK Attack

DK Attack is a race against the clock in which you must accumulate as many points as possible to earn a ribbon. Levels become available in DK Attack only after you finish them in the main game. Achieve a perfect rating on every level to unlock a new background for the DK Attack menu screen.

Time and Items

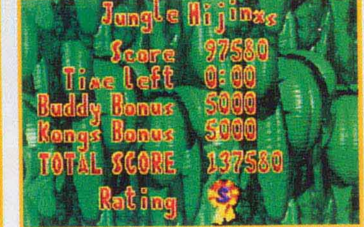




Pick up as many items as you can on your way to the exit, but don't backtrack—time is of the essence. Speaking of which, the time icons scattered throughout each level will add valuable seconds to your remaining time. Some are pretty well-hidden, so keep an eye out for them.

Bonus Points





You'll receive bonus points for getting both Kongs through the level and for finishing with an animal buddy. You can also rack up major points by bouncing on consecutive enemies without touching the ground. The more enemies you defeat in a row, the more points you'll earn.

Cameras & Cranky Kong

There are 52 cameras hidden in the game. When you find one, you'll open up a picture in your scrapbook. The pictures are new to the GBA version of DKC, and you must collect all of them to finish the game with a 101% completion rating.

Hidden Cameras





Most of the hidden cameras are scattered throughout the levels, but you'll also receive some for completing Funky's Fishing challenges and Candy's Dance Studio. Cranky will even give you one if you visit him in every region.

Cranky Kong





If you can sit through the ol' cranky pants's complaining, you'll usually pick up a clue about whatever region you're in. After you've found all of the bonus areas in the game, Cranky will begin to give you hints regarding hidden camera locations.

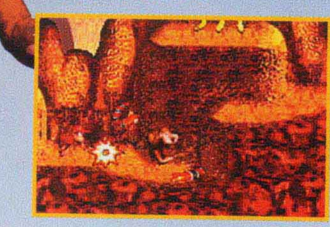
MONKEY MOVES

Each of your heroes has strengths and weaknesses, so it's important to choose the right ape for the job. You can tag your partner by pressing the L Button. If Donkey or Diddy gets knocked out, control will switch automatically to the other character.



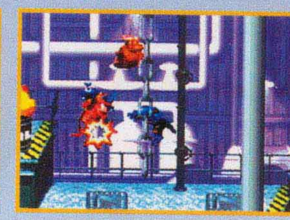
Donkey Kong's Moves

Barrel Roll



Perform Donkey Kong's barrel roll by pressing the B Button and Left or Right on the Control Pad. DK will tuck into a ball and roll through his enemies.

Jump



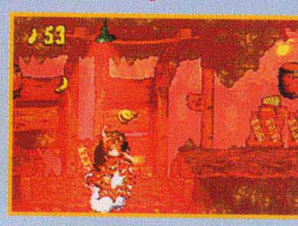
Donkey Kong can't jump as far as Diddy can, but there aren't many creatures that can withstand an 800-pound gorilla bouncing on their heads.

Barrel Toss



Press and hold the B Button to pick up a barrel. Donkey Kong holds the barrel over his head, and he can toss it a lot farther (release B) than Diddy can.

Hand Slap



To perform a hand slap, hold Down on the Control Pad and press the B Button. The ground-shaking attack can defeat enemies and unearth hidden items.

Diddy Kong's Moves

Cartwheel Attack



Execute Diddy's cartwheel attack by pressing the B Button and Left or Right on the Control Pad. It's a little faster than Donkey Kong's barrel roll but not quite as powerful.

Jump



Diddy can jump higher and farther than Donkey Kong can, but he'll bounce off some enemies (like Armys and Krushas) because of his diminutive size.

Barrel Toss





Diddy holds barrels in front of his body. To get any distance on his throws, you have to jump and release B in midair. Both he and Donkey Kong can ride the indestructible Steel Kegs by throwing them against a wall and hopping on as they bounce back.

ANIMAL FRIENDS

If you come across a large wooden crate, jump on it to free the animal inside. Each animal has a special ability that can help you get through tough spots or enable you to reach an item that you couldn't otherwise.



Rambi



Hold down B or R to make Rambi run. The rhino can charge through enemies and even smash through walls.

Winky



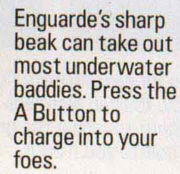
Winky's powerful legs allow him to jump higher than any other animal. He's also the only creature that can defeat Zingers.



Expresso

Though he can't really fly, tapping the A Button in mid-jump causes Expresso to flap his wings and slow his descent.





Enguarde



Enguarde's sharp beak can take out most underwater baddies. Press the A Button to charge into your foes.

KONGO JUNGLE

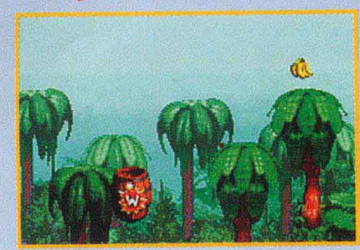
Your journey begins on Donkey Kong's home turf—Kongo Jungle. Unfortunately, the place is swarming with enemies. You'll need every move at Donkey's and Diddy's disposal to reclaim the jungle from King K. Rool and his army of evil Kremlings.



Jungle Hijinxs

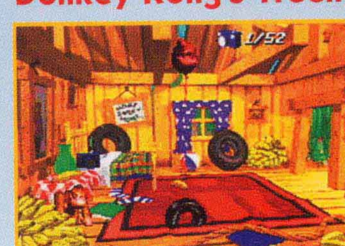
Bonus Areas: 2	Animal Tokens: 2	Balloons: 5	Cameras: 2

Warp Barrels



There's an invisible Warp Barrel in every level of Kongo Jungle. When you hop inside one, you'll be transported to the end of the level automatically. The Warp Barrel in Jungle Hijinxs is to the right of the fourth tree, just after the banana arrow.

Donkey Kong's Treehouse



Before moving forward, jump up the cliff to your left and enter Donkey Kong's treehouse at the top. Inside you'll find a 1-Up Balloon (hop on the tire to reach it), and a camera hidden behind the pile of bananas in the corner.

Look Out Below

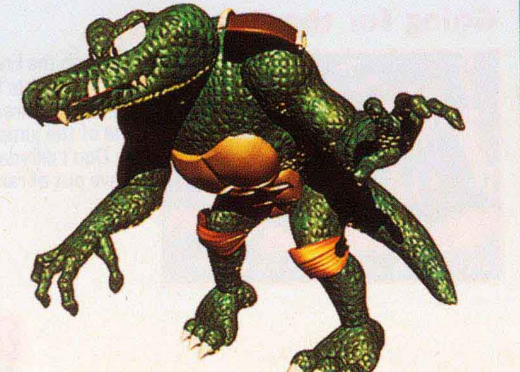


To expose items hidden underground (such as the Steel Keg pictured to the left), you must land on them from a great height. Falling from a treetop should do the trick.

Race for 1-Ups



You can get more distance on your jumps by doing a barrel roll with Donkey Kong or a cartwheel attack with Diddy and pressing the A Button in midair. Use the technique to jump across the treetops, where you can collect four extra lives if you hurry.



Continue Barrels



Every level in DKC contains one Continue Barrel. If you hit it, you'll restart the level from its location if you lose a life.

Spell K-O-N-G



The letters *K*, *O*, *N* and *G* appear sequentially in each level. If you collect all four, your reward will be an extra life.

Animal Tokens





You'll find your first Animal Token on a ledge to the right of the Continue Barrel. Collect three identical tokens to enter the corresponding animal's bonus area. For every 100 tokens you collect inside a bonus area, you'll receive an extra life.

Bonus Area 1





Break Rambi out of his crate and charge him into the wall to the right of the letter *N* to enter the game's first bonus area. Run through the area to collect some bananas and a hidden camera, then jump at the end to grab a 1-Up Balloon.

Bonus Area 2



When you emerge from the first bonus area, charge into the right wall directly below you to enter another bonus area. Stop all three barrels on the same Animal Token to win the token.

Ropey Rampage

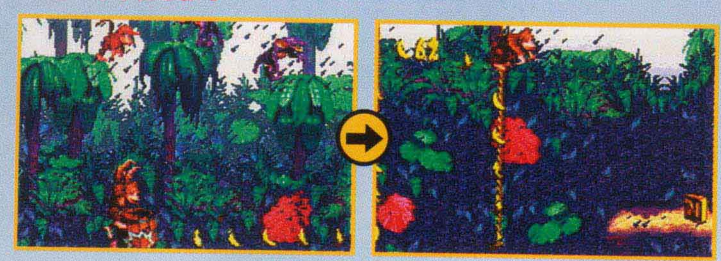
Bonus Areas: 2	Animal Tokens: 2	Balloons: 1	Cameras: 0

Rope-Swinging



As the name suggests, Ropey Rampage is all about swinging from ropes. As you're swinging, time your releases carefully so you don't fall into a chasm and lose a life. The key is to wait to jump until the rope has swung as far as it will go in the direction you're moving.

Bonus Area 1



Drop from the treetop where you'll find the letter *O* to land in a Barrel Cannon that will launch you into the level's first bonus area. Jump from rope to rope, collecting bananas as you go, and grab the letter *N* before you exit.

Don't Get Stung



The giant bees, called Zingers, are impervious to the Kong's attacks. You'll have to jump over them—hold the B Button while jumping to give yourself a little extra boost.

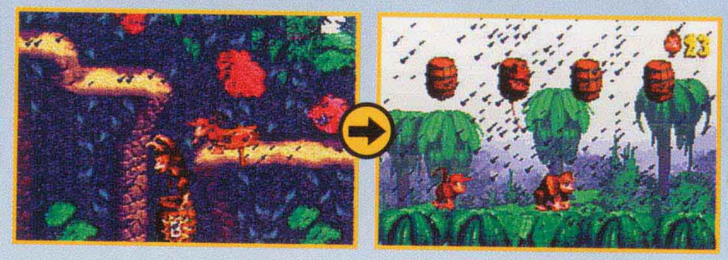
Hidden Winky Token





You'll unearth a tire when you emerge from the first bonus area (you can also dig it up by leaping from the top of the nearby rope). Push the tire right and bounce off it to reach the nearest treetop. Jump down from the tree and land on the suspicious-looking spot to your right to dig up a Winky Token.

Bonus Area 2



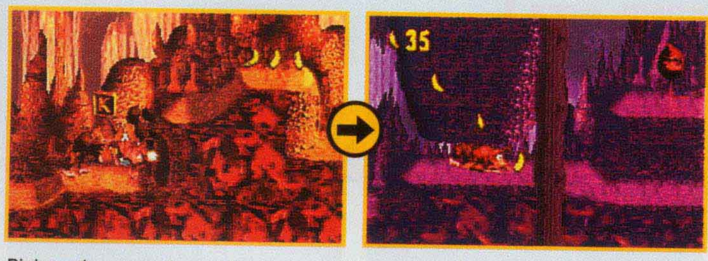
There's a Bonus Barrel in the narrow gap just before the arrow sign. Drop into it to enter the second bonus area, then watch the 1-Up Balloon as it flashes across four barrels. When it stops, hit the correct barrel to win the extra life.



Reptile Rumble

Bonus Areas: 3	Animal Tokens: 1	Balloons: 1	Cameras: 1

Bonus Area 1



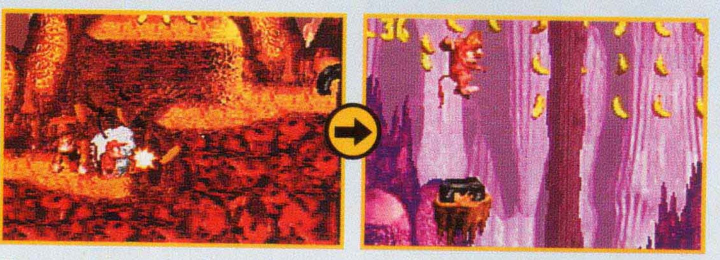
Pick up the second unmarked barrel you come across and throw it to your right. After taking out a couple of Kremlings, the barrel will smash into a wall and reveal the entrance to a bonus area. To grab the extra life inside, you must move quickly before the 1-Up balloon floats away.

Bonus Area 2



Bounce off the second tire onto the ledge overhead, then jump into the Bonus Barrel to your left to enter the level's second bonus area. Once inside, simply jump into the first Barrel Cannon and enjoy the ride (you'll pick up 36 bananas along the way).

Bonus Area 3



Bounce off the first isolated tire that follows the letter *N* to reach a ledge with a Buddy Barrel and a plain, unmarked barrel on it. Pick up the unmarked barrel and throw it to your right to break open the entrance to the third bonus area. Inside, use the floating tire platform to nab all of the bananas overhead.

Going for the Gold



To reach the Enguarde Token, which you'll find shortly after you exit the third bonus area, you must bounce off one of the jumping blue Kritters nearby. Don't dillydally or the Kritters will move out of range.

Coral Capers

Bonus Areas: 0	Animal Tokens: 1
Balloons: 1	Cameras: 1

Learning to Swim





Swimming in DKC is simple. When you're underwater, press Left and Right on the Control Pad to swim left and right. Press the A Button to swim upward and press Down on the Control Pad to increase your dive speed. Unfortunately, Donkey Kong and Diddy can't attack enemies underwater without Enguarde.

Need a Fin?



To find your acquatic pal, follow the banana arrows. Enguarde's pointy beak can take out most enemies, but not Croctopi. If you get knocked off, retrieve him before he swims away.

Barrel Cannon Canyon

Bonus Areas: 2	Animal Tokens: 3	Balloons: 2	Cameras: 0

Take It from the Top



You can use the Barrel Cannons above the trees to get through the level more quickly. The first series of cannons begins with a barrel above the entrance and leads to a treetop with a Buddy Barrel. Do a cartwheel jump from that treetop to reach another treetop to your right. From there, jump onto the following treetop to find a Rambi Token and another Barrel Cannon.

Winky Down Below



Unfortunately, using the Barrel Cannon shortcut described above will cause you to miss out on a lot of goodies, such as the Winky Token pictured to the left. To nab it, you'll have to do a cartwheel jump across the level's first chasm.

Bonus Area 1





To reach the first bonus area, launch yourself into the wall from the first unmarked Barrel Cannon that follows the letter *O* (you may have to wait for the Barrel Cannon to your right to move out of the way).

Bonus Area 2



After the Continue Barrel, you'll come across a series of dips. Ram a barrel into the right wall of the second dip to break open an entrance to another bonus area. Launch from the Barrel Cannon inside the bonus area to grab some bananas, a 1-Up Ballon and an Enguarde Token.

One More Shortcut



To access the level's final shortcut, launch from the Barrel Cannon between the two jumping Kritters and bounce off the Kritter to the left when it's at the height of its jump. Hold Left on the Control Pad to land on the treetop, then jump into the Barrel Cannon overhead (you may land directly in the cannon after bouncing off the Kritter).

Very Gnawty's Lair

It's time to take out King K. Rool's first boss baddie. As Very Gnawty hops toward you, jump on his head. He'll then leap to one end of the room before coming at you again. With each successive hit, the giant beaver will hop a bit farther and a bit faster—adjust your timing accordingly. Five hits will do him in.





BARRELS OF FUN

Very Gnawty may be down for the count, but there are still six more bosses (including King K. Rool himself) standing between Donkey Kong and the remainder of his prized banana hoard. You've learned all the skills necessary to help you survive, but the most difficult challenges are yet to come. Be careful—it's a jungle out there.





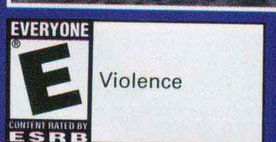
TITLE WAVE

- ROAD TRIP: ARCADE EDITION
- TOP ANGLER
- WWE CRUSH HOUR
- CRAZY TAXI: CATCH A RIDE
- DISNEY PRINCESSES
- KING OF FIGHTERS EX2: HOWLING BLOOD
- ROAD TRIP: SHIFTING GEARS
- SEGA RALLY CHAMPIONSHIP
- SPACE CHANNEL 5: ULALA'S COSMIC ATTACK



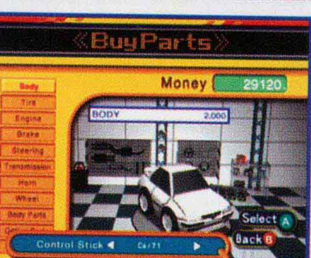


ROAD TRIP: ARCADE EDITION



EVERYONE E Violence

Conspiracy Entertainment's Road Trip: Arcade Edition features a unique blend of track racing and off-road fun in realistic and fantastical settings. The vast array of customizable options are almost as much fun to buy as they are to taunt your friends with.



With a wide variety of customization options—from vibrant paint to weapons to optional body components—you'll be able to create your dream car. Deck your car out to race in style and boost your ride's performance.



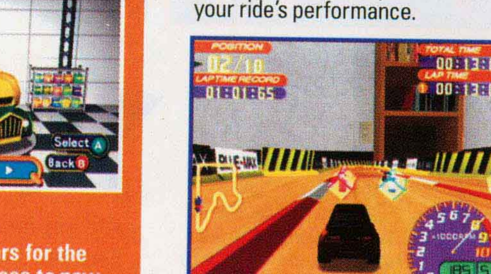
Race head-to-head with up to three of your friends in multiplayer racing mode. Select any combination of one to four human and computer racers. Each player can load a saved car from a Memory Card.





POWER PLAY

Link up Road Trip: Arcade Edition with Road Trip: Shifting Gears for the GBA to unlock a bunch of cool extra features. You'll gain access to new race tracks such as the Hurdle Race and unlock new customization options such as the Pumpkin Car. You *know* you want to race around in a pumpkin—admit it.





During competition races, power-ups can give you the boost you need to win—grab them at every opportunity. Press Z to use your power-ups. Some hinder your opponents and others temporarily enhance your car, so use them wisely!





TOP ANGLER





Xicat Interactive's fishing title is sure to hook new and seasoned fishing-game fans alike. The game's interface is simple enough to learn that even beginners can land the big one. Enjoy realistic climate changes, seasons and state-of-the-art fishing gear in four game modes.





Cast your line and devise a reeling technique to catch a fish's attention. Once you've hooked a fish, you'll need to reel in your catch without breaking your line or losing the fish. Watch the fish's movements and adjust your reeling accordingly. Don't stress your line too much or you could lose your lure *and* the fish.

POWER PLAY

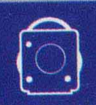
Do you have what it takes to land a record-sized fish? Experiment with different types of lures and reeling techniques—you'll be winning every tournament in no time.





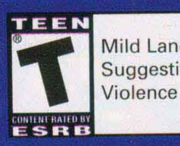
Many variables can affect how many fish you catch. A long cast offers a long distance to reel and will increase the number of fish your lure passes. You can also change the color and type of lure you're using to attract a variety of fish during different weather conditions and seasons. Try various lure weights to gain access to fish in all water depths.

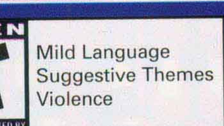




WWE CRUSH HOUR







TEEN T Mild Language, Suggestive Themes, Violence

The WWE Superstars step out of the ring and into the driver's seat to battle it out demolition-style in THQ's WWE Crush Hour. Complete objectives in 12 unique levels with over 20 WWE Superstars in their decked-out vehicles. WWE fans will appreciate Jim Ross's familiar commentary.



POWER PLAY

Pick up big power-ups such as a grenade launcher, mines and laser-guided rockets to lay the smack down on your WWE Superstar opponents. Each time you knock out an opponent, you move closer to becoming the victor!



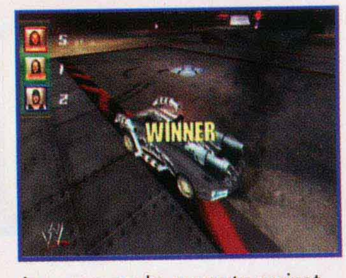
Lay down the law in several battle modes, from Exhibition to Season to multiplayer. Customize the rules for each stage by choosing the match type, points required to win, AI difficulty and more.



Choose your favorite WWE Superstar to tear up the competition. Each Superstar's vehicle is personalized to fit the driver's style and has its own handing, defense, strength and speed ratings. You'll unlock Superstars as you proceed.



Why destroy a stage and your opponents alone when you can do it with a friend? Complete objectives with a pal in co-op, or compete against your buddy in a free-for-all.



In season mode, compete against other WWE Superstars to complete objectives in each stage. If you're the first Superstar to complete a stage's objective, you'll win the match and proceed through the season.



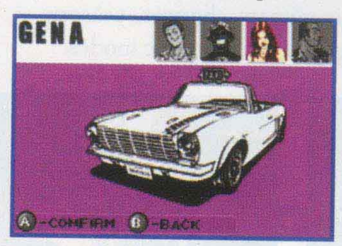


CRAZY TAXI: CATCH A RIDE





THQ and Sega have teamed up to bring the fast-paced fun of Sega's popular Crazy Taxi series to the GBA. Race against the clock through two huge cities as one of four unique cab drivers. Pick up customers and drop them off before time runs out to rake in the fat fares.



Choose from four crazy cabbies: Axel, B.D. Joe, Gena and Gus. Each driver has a unique driving style and a tricked-out cab—not to mention a whole lot of attitude.



The Crazy Box minigames will push your driving skills to the limit. The challenges range from tackling massive jumps with your cab to delivering customers to their destinations under wacky conditions.



Rack up money by performing big combos and close calls. The combo meter in the upper-right corner keeps track of how many combos you've performed. You've got to deliver to collect your fare!





Stop your cab next to a customer and wait for him or her to hop in. Get the fare meter rolling. Follow the arrow to reach your customer's desired destination. If you reach your goal before time runs out, your customer could give you a nice big tip as a reward—now that's some incentive!



POWER PLAY

The Crazy Box minigames are great way for practicing and perfecting your driving skills. Moves such as the Crazy Dash and the Crazy Drift are two of the best to master.



DISNEY PRINCESSES



EVERYONE
E
CONTENT RATED BY
ESRB

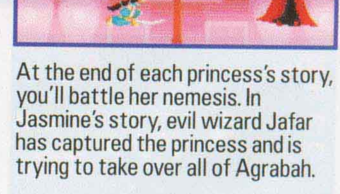
THQ's Disney Princesses places six of the world's most beloved fairy-tale princesses in a charming adventure in which they play the heroines. Each princess's story is composed of chapters that cover 17 unique areas based on the Disney animated features.



Play as all your favorite Disney heroines in adventures based on their Disney fairy tales. Ariel, Aurora, Belle, Cinderella, Jasmine and Snow White collect treasures and save their friends.



In Cinderella's story, clean up after the pesky cat Lucifer and fetch the items your evil stepmother calls for. After you clean the estate, you'll be whisked away to the ball for an evening of dancing!



At the end of each princess's story, you'll battle her nemesis. In Jasmine's story, evil wizard Jafar has captured the princess and is trying to take over all of Agrabah.





When you complete a princess's story, her portrait in the storybook changes from her normal self to an elegant princess pose. If you complete all the Disney Princesses' stories, you'll unlock a fun bonus game starring all the princesses.



POWER PLAY

Collect treasures from each princess's story to fill your fairy-tale treasures book. Each princess has six to eight treasures to find, all based on her tale.



KING OF FIGHTERS EX2: HOWLING BLOOD



TEEN
T
Mild Violence
CONTENT RATED BY
ESRB

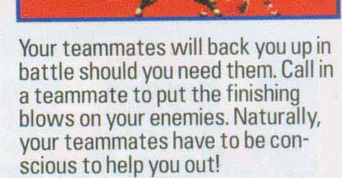
Acclaim's King of Fighters EX2: Howling Blood for the GBA brings the King of Fighters series a long way from its early days on the Neo-Geo. Enter the fighting tournament in story mode, hone your skills in the practice mode or battle a friend in the two versus modes.



King of Fighters EX2: Howling Blood features a wide variety of fighters to choose from. With 21 unique characters (three of which are GBA-exclusive), you can form an unstoppable team for the tournament.



Each fighter has special abilities and a formidable arsenal of extraordinary moves that reflect their unique style. Powerful moves include energy-packed punches, flying kicks, killer throws and magical bursts.



Your teammates will back you up in battle should you need them. Call in a teammate to put the finishing blows on your enemies. Naturally, your teammates have to be conscious to help you out!





Choose a team of three fighters to battle through each stage in story mode. Before you enter a stage, match your team members with the enemy to ensure success—you can instruct your fighters to battle in any order. As you clear each stage, you'll progress in the tournament and get closer to revealing its secrets.

MOVE LIST

POWER PLAY

Press Start to pause a match and check out your character's special moves in the move list. Try out the special moves to really put the hurt on your opponents.



ROAD TRIP: SHIFTING GEARS





You'll find just as much action-packed racing in Road Trip: Shifting Gears for the GBA as you will in its GCN counterpart. The multiplayer and linking options offer hours of fun as you race with your friends across vibrant tracks and customize your car.





Custom-build your very own racer and compete in challenging Road Trip racing cups, exciting battle races and adrenaline-filled sprint races. Use power-ups to take out other racers and speed to the finish line.



Take a trip to the Customize shop to deck out your car with a little personal flare. Drop a fast, souped-up engine in your little racer, or give your car the ability to float and fly. The options are endless!



What's more fun than racing? Battle-racing! Add a little bang to your races in Battle mode by fighting your opponents during each race with power-ups you find along the track. Unlock new tracks as you go.



Nothing shows off a racer's accomplishments like a sparkling trophy collection. View your prized trophies in the museum from the Collection menu. There are six trophies to earn in the game.



POWER PLAY

When you link up Road Trip: Shifting Gears for the GBA with Road Trip: Arcade Edition for the GCN, you open up secret features in both games. In Road Trip: Shifting Gears, you'll unlock the special Cube Cup race and unveil the mysterious XCar to use!







SEGA RALLY CHAMPIONSHIP



Speed along wide country roads and winding mountain passes as you jockey for position. Sega Rally Championship will push your driving skills to the limit with realistic tracks, challenging rally cups and multiplayer races. Only the best racers reach the big time—are you up to the challenge?





You'll begin Stage 1, a dusty desert track, in last place. If you learn to control your car around tight curves, you'll be passing your opponents in no time. Get a feel for your car and drive smoothly through each stage—with a little luck you'll be able to finish in first place after Stage 4!



POWER PLAY

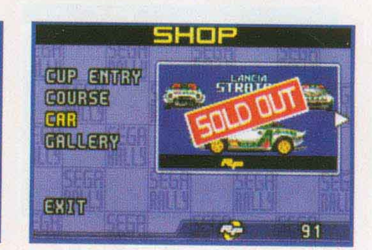
Do you have the drive to become the rally champion? Earn winnings, buy new cars and race your way to the top of each stage to win the four rally cups.



Enter Championship mode and compete in four rally cups—each cup consists of four races. You'll unlock rally cups in the shop as you win. Your racing career begins at the Amateur Cup.



As you win races, you'll unlock four minigames. Access them from the Extra option on the title screen. Drive the minigame courses and collect as many coins as you can before time runs out—the coins add to your total winnings.



Use your hard-earned winnings to unlock special features and enhance your racing experience at the shop. You can buy better cars, more challenging competitions, new courses and gallery pictures.





SPACE CHANNEL 5: ULALA'S COSMIC ATTACK



Everyone's favorite stellar reporter, Ulala, is groovin' and dancin' her way to the GBA in Sega's Space Channel 5: Ulala's Cosmic Attack. The Morolians have invaded earth and are forcing their hostages to dance. Ulala's on the scene to report the story, save the hostages and look good doing it!





Watch the Morolians and listen carefully while they dance. Ulala has to keep up with the beat and mirror the alien dance moves to defeat the invaders—it takes exceptional rhythm to achieve a perfect score.



POWER PLAY

Things get tougher when the aliens and hostages are thrown in the mix together. Watch the movements of both and remember the dance pattern. When it's your turn to dance, press the buttons carefully.



When the alien invaders appear, blast them with your laser gun before they zap you. Use a dance-and-shoot combo to rid the area of Morolians and save the hostages.



Rescue all the hypnotized space tourists from the aliens' clutches with your dancing prowess. When the hypnotized hostages appear, beam them up to safety with perfectly timed moves.



Pudding, a reporter from a rival space channel, is trying to steal Ulala's spotlight. Show Pudding what you're made of and dance her off the air. No one steals Ulala's scoop!



TOM CLANCY'S SPLINTER CELL

There's more than one way to accomplish your mission in the dark "Cell."

The GCN version of Tom Clancy's Splinter Cell is a breakthrough in 3-D adventure gaming thanks to a tight story, great action and Game Boy Advance connectivity that affects game play significantly.

As NSA agent Sam Fisher, you must gather intelligence about a military buildup in the former Soviet Union. You'll start by infiltrating a heavily guarded compound in T'bilisi, Georgia, and rescuing a pair of captured operatives. You must demonstrate athleticism, intelligence and the ability to stay in the shadows. You'll slide down zip lines, move hand over hand while hanging from pipes, pick locks and put guards in choke holds before they detect you. When you get to a door, you can use an optic cable to look through to the other side or bust through with your weapon drawn. Be quiet and save your ammo or attack with authority.

If you connect a GBA to your GCN by way of a Nintendo GameCube Game Boy Advance Cable, you can view a dynamic map of your surroundings and operate electronic equipment remotely—a cool innovation in a game that is full of fun gadgets.

The hit detection is a tad touchy and the camera can end up in odd places, forcing you to adjust it often, but the overall playing experience is terrific.

COMMENTS: George—A great break from shoot-first action games. The look and feel of the game create a cool atmosphere. The story beats that of most secret agent movies. Steven—The connectivity additions elevate Splinter Cell to a whole new level of cool. Tilt the GBA SP screen up next to your TV—it's like being equipped with real surveillance gear. Alan—This game Cells itself.



- Ubi Soft
- 1 player
- GBA connectivity

ALAN ★★★★½
CHRIS ★★★
GEORGE ★★★★½
SCOTT ★★★★½
STEVEN ★★★★½

TEEN — Blood and Gore, Violence

X2: WOLVERINE'S REVENGE



Hairy hero Wolverine stars in a 3-D slasher that is a cut above the rest.

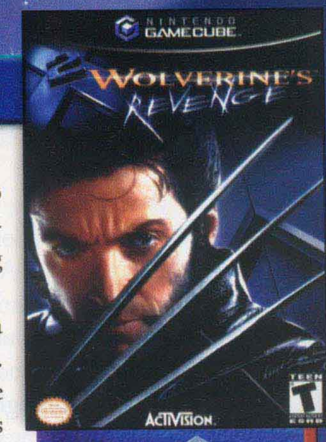
The pumped-up powerhouse with Adamantium claws strikes fear in the hearts of his enemies in a 24-stage adventure that includes elements from the latest *X-Men* movie but is not a direct adaptation. It begins in Wolverine's dark past and follows a story that centers on the origins of the mysterious Shiva virus. Fellow X-Men Colossus, Beast and Rogue make appearances, and Wolverine battles a collection of classic foes, including Magneto, Sabretooth and Lady Deathstrike.

Wolverine's heightened senses allow him to catch an enemy's scent and detect traps, such as mines, even if they are buried. He can cut enemies with his claws when they are unsheathed and heal his wounds when they are retracted. Among the mutant's 50 fighting moves are Strike moves, some of which allow him to fight more than one enemy at a time. As you successfully pull off Strike moves, you can earn Dog Tags, which add power to your Strikes.

The graphics are 3-D rendered, but they have a comic-book quality that fits well with the subject. The control scheme is easy to understand and the battles are challenging, but tons of fun. *X-Men* fans will not be disappointed.




COMMENTS: Alan—This game has issues. It's the worst kind of button-masher—one in which you don't need a lot of skill, talent or even reflexes. George—WR works as a button-masher and at a deeper level, too, if you take the time to understand how the Strike moves work. Scott—I like the variety of special moves and the level of authentic X-Men detail that the game creators included. Steve—WR is plagued with camera problems, an awkward battle system and clumsy controls. Steven—Wolverine's mutant senses have been well-grafted into the game.



- Activision
- 1 player

ALAN ★★★
CHRIS ★★★½
GEORGE ★★★★
SCOTT ★★★★
STEVEN ★★★★

TEEN — Blood, Violence

WARIO WARE, INC.: MEGA MICROGAME$

Wario Ware! The video game business will never be the same.

The kooky, colorful and out-of-control style of the Wario Land titles hits a zany new high with a collection of silly and surreal minigames. Greedy Wario has gone into the game business and, with help from a wacky pack of programmers, has devised hundreds of games. The twist is that most of them take about four seconds to play.

Each programmer dishes out a long line of games at a rapid pace. Quick instructions, such as "Pinch," "Aim" and "Grab" tell you what you need to do to be successful. You must think quickly and act before a fast fuse burns out. When you get through a game collection, you'll play a longer Boss Stage minigame.

Much of the game's humor comes from the programmer characters. Jimmy is a disco fiend who sends you sports-themed games from his cell phone. Nintendo nut 9-volt makes games that are extra-short versions of Nintendo classics—from the famous (The Legend of Zelda and Metroid) to the obscure (Mario Paint's Fly Swatter minigame).

Wario Ware, Inc. is quick, concentrated fun that no video game fan should be without. You can play for a few minutes at a time or for hours on end.

COMMENTS: George—Wario Ware, Inc. is so joyfully silly I can't help but burst into laughter every time I play. The minigames are all a riot and they just keep on coming! Chris—The game's energy, pace and intensity make it hard to put down. Even if it draws copycats, I don't believe the style of Wario Ware, Inc. could be duplicated. Alan—It's worth owning just so you can show it to your friends and watch them laugh their butts off. Jessica—Words can't describe how cool this game is. Steve—It's one of those quirky titles that reminds you of why you play video games.






- Nintendo/64 Megabits
- 1 player

ALAN ★★★★½
CHRIS ★★★★½
GEORGE ★★★★★
JESSICA ★★★★½
STEVE ★★★★½

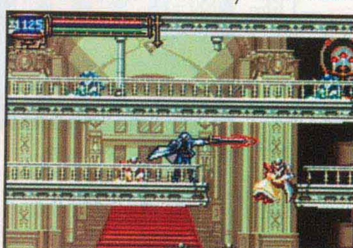
EVERYONE — Comic Mischief

CASTLEVANIA: ARIA OF SORROW

Konami's "Sorrow" makes our reviewers jump with joy.

The always-entertaining Castlevania series continues to dominate the action-adventure genre with its third—and finest—GBA title. Castlevania: Aria of Sorrow takes new adventurer Soma Cruz on a long 2-D journey through Dracula's castle. The vampire hunter earns weapons, tools and the souls of his enemies as he fights through hallways, dungeons and cavernous rooms. Enemy souls—112 in all—give you new ways to attack, from the sonar wave of the giant bat to the electrical discharge of the Lightning Doll. Strong attacks require more magic points than weaker ones, but they do more damage.

The play control is tight, intuitive and fun. As you find tools, you can equip them and use them to overcome obstacles in a way that recalls the item-use and exploration of the 2-D Metroid games.





The graphics are clear and creative, displaying detailed environments and creative enemies. The story draws you in, but it never gets in the way of the action. Although the adventure is a single-player experience, two players can link GBAs to trade souls between Game Paks.

COMMENTS: Alan—This game is just perfect for the GBA. It has an old-school Castlevania feel to it, along with a great collection system and a few RPG elements. It's a strong contender for the best Castlevania game ever. Steven—The Soul Set feature gives a new transfusion to what's already a thrilling iteration of the Castlevania series. Don't miss this bloody-good adventure. Chris—The graphics are unparalleled, the monsters are original and challenge and the scope of the game is impressive. Steve—Gorgeous visuals and just the right amount of challenge—it's an early contender for game of the year.



- Konami/64 Megabits
- 1-player adventure
- 2-player trading feature
- Multi-Pak Game Link





ALAN
CHRIS
GEORGE
STEVE
STEVEN



TEEN — Animated Blood, Violence

DONKEY KONG COUNTRY

Donkey Kong delivers a classic side-scroller and lots of extras.

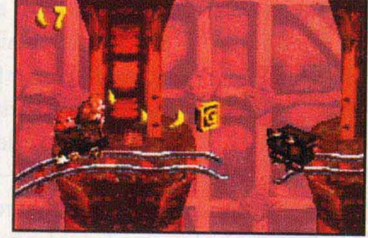
The platform game that started the 3-D rendered graphics phenomenon comes to the Game Boy Advance with its groundbreaking art style intact. Join Diddy Kong and Donkey Kong as they jump, climb and battle through a 39-stage war against the banana-stealing Kremling hordes.

As you cross each area, you'll find plenty of bonus items to collect and animal helpers you can use to trample the baddies and break into bonus rooms. Early levels are fairly easy, but the advanced areas can be a real challenge. Each of the game's six large sections ends with a tricky boss battle.

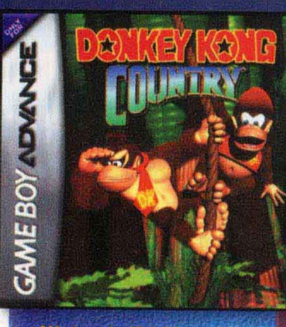
The new DK Attack mode challenges you to enter any unlocked level and zip through the area in the allotted time. Two new minigames give one or two players the opportunity to spend more time with the Kong family. Funky's Fishing is a fast-paced cast-and-catch exercise. Candy's Dance Studio is a rhythm game with six increasingly difficult routines.

Donkey Kong Country was a big hit for the Super NES and is sure to be just as big for the GBA.





COMMENTS: Steven—Monkeys by the barrel, a five-pack of zoo chums, sprawling levels and lotsa minigames—a trip to the Country still packs in tons of game play. George—The cool art and tight platform-game design make DKC solid fun. Chris—The graphics are still sharp, but much of the game goes by without challenge, and there is little incentive to find all of the secrets. Jessica—DKC for the GBA holds the same charm as the classic Super NES game with two added bonus games that Donkey Kong fans will love. Steve—DKC hasn't aged quite as well as the Super NES Mario titles have, but it's still an enjoyable romp for platformer fans on the go.



- Nintendo/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link



GEORGE
JESSICA
SCOTT
STEVE
STEVEN

EVERYONE

BURNOUT 2: POINT OF IMPACT

- Acclaim
- 1 to 2 players simultaneously





EVERYONE — Mild Violence



Perfectly calibrated controls, realistic graphics and an incredible sense of speed and danger make Burnout 2: Point of Impact the most satisfying driving experience on the GCN. The latest game in the series includes winding and crowded tracks in six new environments, improved AI, a new training mode (Offensive Driving 101) and the new Crash mode, which allows you to cause costly pileups without paying sky-high insurance premiums.



LOST KINGDOMS II

- Activision
- 1 to 2 player simultaneously



TEEN — Comic Mischief, Violence



The second installment of Activision's GCN-exclusive RPG series offers an all-new story that spans 25 locations, an improved card-based battle system with more than 100 new cards and the ability to transform your character into a powerful creature. Although it is easy to battle using summoned monsters and attack cards, the system is somewhat limiting. If you run out of cards, you must restart your mission—a frustrating drawback.



DEF JAM VENDETTA

- EA
- 1 to 4 players simultaneously



TEEN — Strong Language, Strong Lyrics, Suggestive Themes, Violence



Big characters, smooth animation and a great control scheme make EA's mix of wrestling and hip-hop a huge hit. A dozen Def Jam stars join more than 30 fictional fighters in an underground battle. You can join in any of several single-match events or guide one of four characters through a story that ends in a grapple with fighting-circuit leader D-Mob. The inventive momentum-building feature helps keep matches exciting and victory within reach.



ROAD TRIP: ARCADE EDITION

- Conspiracy
- 1 to 4 players simultaneously
- Connectivity with Road Trip: Shifting Gears for the GBA



EVERYONE — Violence



Toy cars zip through cheerfully colorful environments in Conspiracy's fun, but uninventive, racer. Select from 10 stylized cars, customize your auto's paint job and parts, then hit the track. As you tour miniature courses in a park, a kid's room, an office and three other locations, you'll pick up items that make your vehicle faster or competing vehicles slower. Connectivity with the GBA Road Trip game unlocks a new car and a new event.



TOP ANGLER

- Xicat
- 1 player



EVERYONE



Reel in a championship catch and become the Top Angler in Xicat's easy-to-play bass-fishing sim. You can select from dozens of lures and find the fish with up-to-date boating equipment. Drop the line and troll the water. If you get a bite, you can catch the fish with careful manipulation of the Control Stick and C Stick—simple, but fun. The game includes Championship mode and two types of timed fishing challenges.



WWE CRUSH HOUR

- THQ
- 1 to 2 players simultaneously



TEEN — Mild Language, Suggestive Themes, Violence



In a world in which Vince McMahon controls the airwaves, more than 20 WWE stars fight for automotive supremacy in a dozen vehicle-battle arenas. The Rock, Triple H and Kurt Angle are among the participants in an all-out demolition derby with weapons and power pickups. The premise is fun and the play control is good, but the driving physics are so incredibly unrealistic that the game loses its edge once the action begins.

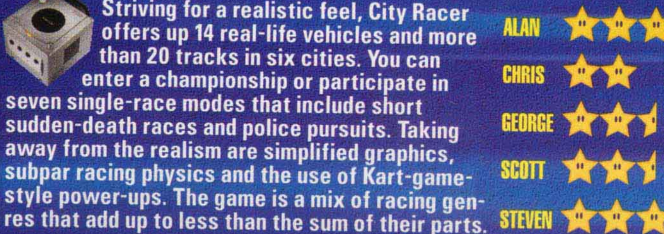


CITY RACER

- Ubi Soft 8
- 1 to 2 players simultaneously







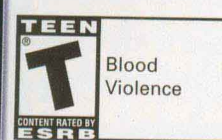


Striving for a realistic feel, City Racer offers up 14 real-life vehicles and more than 20 tracks in six cities. You can enter a championship or participate in seven single-race modes that include short sudden-death races and police pursuits. Taking away from the realism are simplified graphics, subpar racing physics and the use of Kart-game-style power-ups. The game is a mix of racing genres that add up to less than the sum of their parts.

- ALAN ★★★
- CHRIS ★★
- GEORGE ★★½
- SCOTT ★★½
- STEVEN ★★★

CONFLICT: DESERT STORM

- Gotham Games 1
- 1 to 4 players simultaneously



Blood
Violence





The early '90s Persian Gulf War is the subject of Gotham Games's squad-based combat sim. As part of a U.S. Special Forces or British SAS unit, you must infiltrate hot spots and carry out dangerous missions. The graphics are detailed and colorful, and the game play variety is exceptional. You can lead troops, sneak up on enemies and control vehicles. However, frustrating play control and awkward camera movement weaken the game.

- ALAN ★★★★
- CHRIS ★★½
- GEORGE ★★★
- STEVE ★★½
- STEVEN ★★★

DISNEY SPORTS BASKETBALL

- Konami 15
- 1 to 4 players simultaneously







Eight Disney stars and a cast of supporting players hit the hardwood for madcap three-on-three basketball. You can learn the fine points of passing, shooting and stealing in a basketball tutorial or test your skills in Exhibition, Season and Challenge Cup play. A complex passing and player-switching scheme makes play control unnecessarily difficult, but the action flows freely and the excitement level is high.

- ALAN ★★
- CHRIS ★★
- GEORGE ★★½
- JESSICA ★★½
- STEVE ★

MICRO MACHINES

- Atari 4
- 1 to 4 players simultaneously



Comic Mischief
Mild Violence





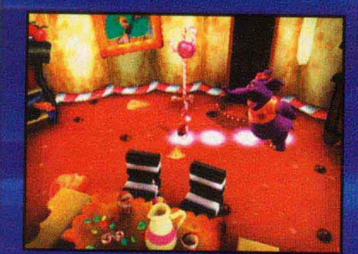
Small vehicles scoot around eight life-size environments in Atari's wacky racer. Join in the multirace grand prix, set up a tournament or play Bomb Tag. As you zip through the varied tracks, your vehicle transforms, becoming a boat for water transport or an ATV for crossing rough terrain. Each of the game's Micro Machines has five forms. The game plays great, but the vehicles are so tiny, the action seems distant and removed.

- CHRIS ★★★½
- GEORGE ★★★
- SCOTT ★★★
- STEVE ★★★
- STEVEN ★★★

PIGLET'S BIG GAME

- Gotham Games 14
- 1 player







The star of *Piglet's Big Movie* enters the dreams of his Hundred-Acre-Wood pals in a gentle adventure for young players and fans of the Winnie-the-Pooh stories. As you help Piglet help his friends, you'll collect cookies and solve simple puzzles. The game features dozens of high-quality animated sequences that tell Piglet's story. Piglet doesn't fight enemies, but he does face foes in challenges that require button-pressing proficiency.

- ALAN ★★★
- CHRIS ★★½
- GEORGE ★★★½
- JESSICA ★★★
- SCOTT ★★★½

SHREK SUPER PARTY

- TDK 3
- 1 to 4 players simultaneously







Mild Violence







Six Shrek characters with supersized heads face off in a minigame tournament that takes place in five storybook environments. The game structure is similar to that of other party games. Up to four players take turns moving their characters on a game board. When they land, a minigame battle commences. The competitions are consistently fun and in keeping with the zany sense of humor that made the *Shrek* movie so memorable.

- ALAN ★★
- CHRIS ★★
- GEORGE ★★★
- JESSICA ★★
- STEVEN ★★

CRAZY TAXI: CATCH A RIDE

- THQ/64 Megabits
- 1 player



Comic Mischief
Mild Language



It's time to make some crazy money in Sega's passenger-delivery hit, published by THQ. Take your choice of four kooky cabbies through a madcap marathon of fare collection. Two large city environments provide plenty of hills and thrills. While the graphic style is a little sketchy, the 3-D engine presents smooth action at a high frame rate. Nine Crazy Box minigames add to the game play variety.



- CHRIS ★★½
- GEORGE ★★★½
- JESSICA ★★
- STEVE ★★★
- STEVEN ★★★★

DISNEY PRINCESSES

- THQ/64 Megabits
- 1 player





Six fairytale heroines hop through 18 chapters of platform action in a suitably easy game for young players. Snow White lulls forest creatures to sleep with her voice while *Beauty and the Beast's* Belle tosses snowballs and Ariel, the Little Mermaid, gets her power from a magic trident. The graphics have a soft storybook look, and the great music and sound effects add to the game's high production values.



- ALAN ★★½
- CHRIS ★★★
- GEORGE ★★★½
- JESSICA ★★½
- STEVEN ★★½

THE KING OF FIGHTERS EX2: HOWLING BLOOD

- Acclaim/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link



Mild Violence



Detailed graphics and 21 characters—all with their own look and style—make The King of Fighters EX2: Howling Blood a one-on-one fighter worth noticing. The animation is choppy at times, but the play control is tight and responsive. Every fighter has effective punches and kicks, as well as the ability to grab and throw opponents. If you are in a jam, you can call another character on your team for help—a great addition.



- ALAN ★★★½
- CHRIS ★★★★
- GEORGE ★★★★
- JESSICA ★★★★
- STEVE ★★★★

ROAD TRIP: SHIFTING GEARS

- Conspiracy/32 Megabits
- 1 to 4 players simultaneously
- Connectivity with Road Trip: Arcade Edition for the GCN



Mild Violence



Playful racer Road Trip: Shifting Gears is a clash of cartoonish cars on fun, but mainly flat, tracks. Run a single race on your choice of five tracks or enter the Road Trip championship. Collect parts as you race and customize your car for looks and performance. Play control is responsive, but the physics are far from realistic. Connectivity with Road Trip: Arcade Edition for the GCN unlocks a special car and the Cube Grand Prix.



- ALAN ★★★
- CHRIS ★★★½
- GEORGE ★★★
- JESSICA ★★★½
- STEVE ★★★

SEGA RALLY CHAMPIONSHIP

- Sega/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link





The GBA adaptation of arcade classic Sega Rally is an intense ride on gravel, snow, sand and pavement. Select from eight licensed cars and drive your way to the front of the pack in a series of multirace rallies. You can spend the points you earn from a good performance on cars, minigames, tracks and art. The graphics are sharp and the control is responsive. The winding tracks are fun to race, but they tend to be flat.



- CHRIS ★★½
- GEORGE ★★★½
- JESSICA ★★★
- SCOTT ★★★½
- STEVE ★★★

SPACE CHANNEL 5: ULALA'S COSMIC ATTACK

- THQ/64 Megabits
- 1 player



Mild Violence



The series that helped start the dance game craze steps up to the Game Boy Advance. Dancing aliens have put innocent citizens into a hypnotic trance. It's up to you to guide ace reporter Ulala through 18 stages of dance battles against the aliens to free the world. The move-matching challenges are tough. If you don't keep perfect time, you'll get zapped. Play control is tight and the graphics are colorful but sparse.

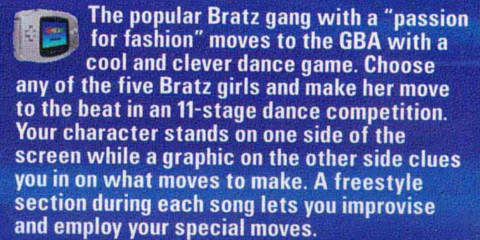
- CHRIS ★★½
- GEORGE ★★½
- JESSICA ★★★
- STEVE ★★★
- STEVEN ★★★★



BRATZ
- Ubi Soft/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link







The popular Bratz gang with a "passion for fashion" moves to the GBA with a cool and clever dance game. Choose any of the five Bratz girls and make her move to the beat in an 11-stage dance competition. Your character stands on one side of the screen while a graphic on the other side clues you in on what moves to make. A freestyle section during each song lets you improvise and employ your special moves.



DISNEY SPORTS MOTOCROSS
- Konami/128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link





Playing like an updated version of Excitebike with Disney characters, Disney Sports Motocross is a fast and fun racer for up to four linked players. Each of the six selectable bikers has unique specialties, from Mickey's balanced approach to Pete's need for extreme speed. The game features six ramp-packed racing environments and six racing modes. The difficulty is high, even in the beginning races.



TOM CLANCY'S SPLINTER CELL
- Ubi Soft/64 Megabits
- 1 player
- GCN connectivity



Mild Violence

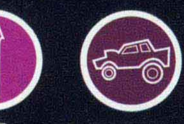


Sam Fisher's mission extends to the GBA in a 2-D thriller that—like its GCN counterpart—emphasizes stealthy exploration and behind-the-scenes maneuvering over direct combat. The game has great graphics with terrific effects and smooth animation. Your actions (running, climbing, repelling, picking locks and silencing enemies) run the full gamut of covert activity—a fun and deep action game.



KEY

  GCN   GBA   GBC   NUMBER OF MEMORY CARD BLOCKS REQUIRED

 ADVENTURE  ARCADE  FIGHTING  PLATFORM  PUZZLE  RPG  RACING  SHOOTER  SPORTS  STRATEGY





CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN: 

SCOTT: 

CHRIS: 

STEVE: 

GEORGE: 

STEVEN: 

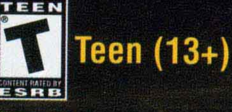
JESSICA: 

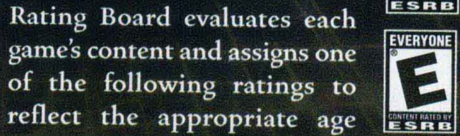
ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

 Early Childhood

 Teen (13+)

 Adult (18+)

 Everyone

 Mature (17+)

 Rating Pending

To contact the ESRB, call 1-800-771-3772.

NP 411

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PLAYER'S PULSE ART OF THE MONTH OFFICIAL CONTEST RULES

No purchase necessary to enter or win. Purchase will not increase odds of winning. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. The sponsor of the Contest is NOA of Redmond, Washington. Void where prohibited. To enter print your name, address, telephone number, on your art, and mail the entry to this address: NINTENDO POWER, PLAYER'S PULSE, P.O. BOX 97033, REDMOND, WA 98073-9733. Enter as often as you wish. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. The Contest will be run monthly from January 1, 2003 to January 1, 2004 or until Nintendo discontinues the Contest (the "Term"). Material submitted to NOA in connection with the Contest (e.g., art, letters, creative suggestions, ideas, notes, drawings, concepts, or other information (collectively, the "Submissions"), shall be and shall remain the property of NOA upon submission, including all associated copyright, trademark and other proprietary rights. Submissions will not be returned to you. None of the Submissions shall be subject to any obligation of confidence on NOA's part, and NOA shall not be liable for any use or disclosure of any Submissions. You agree that NOA will own all rights to the Submissions forever and throughout the world, and NOA may use the Submissions in any manner or medium now existing or developed in the future, without any compensation to you or any other person or entity. You may only submit material that is original and has not been copied from any other work. Any material you submit must not violate, misappropriate or infringe any copyright, trademark or other proprietary right of any other person or entity. All entries must be received by NOA by the last day of the month in order to be eligible to win a prize for that month. Each month during the Term of the Contest, NOA will select from all entries received in the previous month the eligible entrant who submits the one (1) entry which an independent judge determines, in his or her discretion, to be the most apt, original, interesting and creative "Art of the Month". NOA will attempt to notify winners by mail by the 20th of the following month after winner selection. Prize: NOA will award one (1) Nintendo Power T-shirt each month to the winning entrant whose art is selected as "Art of the Month". Approximate Retail Value (ARV) of prize package is $10.00. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or a list of winners, after February 1, 2003 and before January 31, 2004, send a stamped, self-addressed envelope to the address above. WA/VT residents may omit return postage. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, its parent, and their affiliates, directors, officers and employees from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the Contest at any time if causes beyond NOA's control affect the administration of the Contest or NOA otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are ©2003 Nintendo.

The Nindex

Game Index Volume 169—June 2003

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Army Men: Air Combat "The Elite Missions"
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Blood Omen 2
BloodRayne
Casper: Spirit Dimensions
Conflict: Desert Storm
Disney's Magical Mirror Starring Mickey Mouse
Disney's Tarzan Untamed
Dr. Muto
Eternal Darkness: Sanity's Requiem
FireBlade
Harry Potter & The Chamber of Secrets
Jimmy Neutron Boy Genius
The Legend of Zelda: Ocarina of Time/Master Quest
The Legend of Zelda: The Wind Waker
The Lord of the Rings: The Two Towers
Luigi's Mansion
Metroid Prime
Minority Report
Mystic Heroes
Piglet's Big Game
Pikmin
Reign of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Robotech: BattleCry
Rocket Power: Beach Bandits
Scooby-Doo!: Night of 1,000 Frights
The Scorpion King: Rise of the Akkadian
Sonic Adventure 2: Battle
Spider-Man
SpyHunter
Star Fox Adventures
Star Wars Bounty Hunter
Star Wars: The Clone Wars
Star Wars Rogue Squadron II: Rogue Leader
Superman: Shadow of Apokolips
Tom Clancy's Splinter Cell
Universal Studios Theme Parks Adventure
X2: Wolverine's Revenge
Zapper

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Defender
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Dragon's Lair 3D
Gauntlet: Dark Legacy
Hunter: The Reckoning
Mario Party 4
Mary-Kate & Ashley Sweet 16: Licensed to Drive
Monopoly Party
Namco Museum
Nickelodeon Party Blast
Pac-Man Fever
Rayman Arena
Sonic Mega Collection
Super Monkey Ball
Super Monkey Ball 2
Top Gun: Combat Zones

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Godzilla: Destroy All Monsters Melee
Legends of Wrestling
Legends of Wrestling II
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UFC Throwdown
WWE Wrestlemania X8
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Darkened Skye
Disney's Donald Duck: Goin' Quackers
Disney's PK: Out of the Shadows
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Super Bubble Pop
Tetris Worlds
ZooCube

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Mat Hoffman's Pro BMX 2
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MX SuperFly
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Smuggler's Run: Warzones
Wave Race: Blue Storm
Wreckless: The Yakuza Missions
WWE Crush Hour

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James Bond 007: NightFire
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NHL Hitz 20-03
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RedCard 20-03
Rocky
Sega Soccer Slam
SSX Tricky
Street Hoops
Swingerz Golf
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Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Virtua Striker 2002
Whirl Tour
WTA Tour Tennis

NEXT ISSUE
VOLUME 170 — JULY 2003

BREAK THE ASTOUND BARRIER!



F-Zero GX

Speed alone will put F-Zero GX in the record books. But your jaw will hit the floor when you see how else the GCN sequel will leave its predecessors in the dust. Next month, you'll find out why F-Zero GX will make wreckage of all previous racers.

WE'VE GOT A LITTLE SECRET

Okay, it's neither little nor a secret—it's news about the biggest games that everyone now knows are right around the corner. In our post-E^3 recap, we'll divulge details about every hot GCN and GBA game on the way. You'll be mesmerized.



Mario Kart: Double Dash!!



Soul Calibur II

Great Previews and Reviews



Enter the Matrix

The Hulk



Sonic Adventure DX: Director's Cut

Advance Wars 2: Black Hole Rising

Plus!

- MEGA MAN NETWORK TRANSMISSION
- ARMY MEN RTS
- ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION
- FINDING NEMO
- FINAL FANTASY TACTICS ADVANCE [GBA]
- DRAGON BALL Z: THE LEGACY OF GOKU II



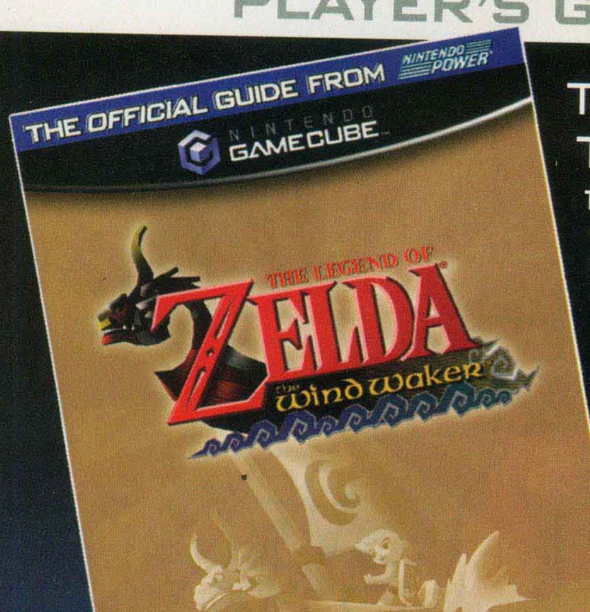
Wario World

Past, Future and Presents

Next issue, Nintendo Power celebrates its 15th anniversary with lots of surprises—including a sweepstakes in which you could win the megagames of E^3!

THE OFFICIAL GUIDE FROM 

EXPLORE NEW WORLDS WITH THE OFFICIAL PLAYER'S GUIDES FROM NINTENDO



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- An extensive breakdown of the GCN-GBA link features

DETAILED MAPS!



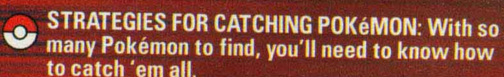


GOLDEN SUN™: THE LOST AGE

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The Official Nintendo Player's Guide for Pokémon Ruby Version and Pokémon Sapphire Version solves all of the mysteries. Whether you want to be Hoenn's greatest hero or just to build your Pokémon collection, we'll help you survive the adventure and master the many new game features. The first Pokémon game to hit the Game Boy Advance holds more secrets than ever before—and the pros at Nintendo know all of them!

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Game shown: Metroid Fusion



Game shown: Advance Wars 2: Black Hole Rising



Game shown: The Legend of Zelda: A Link to the Past featuring Four Swords

Game shown at left: Metroid Fusion

Nintendo GameCube and all Game Boy games sold separately















